DAVID SILVERMAN TIMING TIPS

FILM ROMAN

THE SIMPSONS

SHOW # FABF23 ACT 1 SCENE 11 DIRECTOR D. SILVERMAN PAGE 12

12A

SC.	ACTION	N DIAL	A MOUTH ACTION	B DIAL	B MOUTH ACTION	6	5	4	3	2	1	CAMERA INSTRUCTIONS
1		00			Omit							
2												
3												
4												
5												
6												
11 7	HH (B-1) ×		A									BG-11 9F. 2½ E. 4
8												
9	(DROOL CYCLES)	10	G									
10			C									0
11		E										
12		B	D									
13	(B-2) HP		E									
	NOTE: THIS IS ALL YOU NEED FOR KANG + KODOS TO DROOL!	0	D									
		W	C									
		I	B									
4		UH										0
5			O									
6		V										
7		/	I									
	NOTE: (1's) USED FOR URGENCY IN VOICE! (1's) (B-2A) HP	OH	F									
			G									
14			R									0
15		L										
0			H									
1			J									
2												
3		D	K									
4		S										
5			M									
6												
7												
8			N									0
9		P										
10			E									
11	(1	Ay										
12			D									
13												
14			M									
15												
0		OE	K									
1												
2		S										0
3												
4												
5												
6												
7												
8		/	A									
9			I									
10												
11												
12												0
13												
14												
15												
0												
1												
2												
3												
4												
5												
6												0
7												
8												
9												
10												
11												
12												
13												
14												
15												
0												0

NOTE: BEST TO ALWAYS USE (1's) ON CAMERA MOVES!!

BLINK (B)

(B) TURN ON BLINK (B-3) HP

(A-1) (1's) (51) (A-2) HP

OPEN TALK (2X)

KODOS

(6X) TRUCK TO 9F4

2X E.I.

2X E.O.

X 9F4

FILM ROMAN

THE SIMPSONS

(11) CONT.

SHOW • FABF23 ACT 1 SCENE 11,12 DIRECTOR D. SILVERMAN PAGE 12A

SC.	ACTION	A DIAL	A MOUTH ACTION	B DIAL	B MOUTH ACTION	6	5	4	3	2	1	CAMERA INSTRUCTIONS
1	(B-3) HP			P	(MD)							
2	(A-2) (1's)											
3												
4	(A-3)											
5												
6												
7												
8												
9												
10												0
11												
12												
13												
14												
15												
0												
1	(A-4) HP				(LM)							
2												
3												
4												0
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												0
15												
0												
1												
2												
3												
4												
5												
6												
7												
8												0
9												
10	(FX-1) HP (DX-1) HP (A-1) HP											BG-12 → +- 9F4
11	(DX) BRIGHT w/ HEAVY DIFFUSION											-.02 .075
12	(FX-2) HP (DX) w/ SLIGHT DIFFUSION											
13												PAN B.P. (RT) From (A) .40" Rot To (A) .38" Rot TOTAL: 0.78"
14												PAN T.P. (LT) From (A) 1.5" Rot To (A) 1.425" Rot TOTAL: 2.925"
15												
0												
1	(FX-3) HP											
2												0
3												
4												
5	(FX-1)											
6												
7	CONT. (12X) CYCLE											
8												
9												
10												
11												
12												0
13												
14												
15												
0												
1												
2												
3												
4												
5												
6												0
7												
8												
9												
10												
11												
12												
13												
14												
15												
0												0

ANIM. EYE ONLY - DON'T TRACE BACK REST - SEP. BODY LEVEL!

NOTE: EYE OPENS FAST ON (1's) TO HIT ACCENT "SPICE" HITTING ACTION ONE OR TWO FRAMES EARLY CAN ADD MORE POP....

NOTE: IF I HAVE A SUBTLE MOVEMENT -- AN EYE, ARM, ETC. -- I WILL INDICATE TO MAKE SURE TO SEPARATE LEVELS AND DO NOT TRACEBACK TO AVOID DISTRACTING WOBBLY ANIMATION!!

cut

cut

60 12, 12 12A

13A-D

FILM ROMAN

THE SIMPSONS

SHOW # FABF23 ACT 1 SCENE 13 DIRECTOR D. SILVERMAN PAGE 13

SC. | ACTION | A DIAL | A MOUTH ACTION | B DIAL | B MOUTH ACTION | 6 | 5 | 4 | 3 | 2 | 1 | CAMERA INSTRUCTIONS

OMIT

13

A-1 CHEW — CHEEK IN CIRCULAR MOTION

A-2

A-1

A-2

A-1

A-2

A-3 Pull on STICK

A-4

mouth opens w/ "sling-shot"

A-5

A-6

B-1 HP

AA-1 HP

AA-2 GLASS OPENING CLOSES (1's)

AA-3

AA-4

AA-5 HP

(1's) CLOSE EYES

CLOSED

HI-BOB up

NOTE: TO MAKE SURE CHARACTER WILL BE "SMILING" OR "NEUTRAL" MOUTHED IN DIALOG, I ALWAYS INDICATE WHEN CHARACTER IS "SMILING".

(S) FOR "SMILE" MOUTHS. MOUTHS "NEUTRAL" OTHERWISE

TENACLE TO MOUTH

BOOS

DROOL CYCLE - SMILE MOUTHS

NOTE: CLOSING EYES FOR EMPHASIS CAN BE A NICE NUANCE OF ACTING...

A-1 | A-2 | A-1 | A-2 | A-1 | A-2 | A-3 | A-4 | A-5 | A-6 | AA-1 | AA-2 | AA-3 | AA-4 | AA-5

B-1

OL/4L13

BG-13

6F.6N.4E

65 / 13 13

FILM ROMAN

THE SIMPSONS

SHOW • FABF23 ACT 1 SCENE 13 DIRECTOR Silverman PAGE 13A

13 cont.

ACTION	A DIAL	A MOUTH ACTION	B DIAL	B MOUTH ACTION	6	5	4	3	2	1	CAMERA INSTRUCTIONS
(B-1) HP (CLOSED EYES) (AA-5) HF	(S)	K					B-1	AA-5	A-6	04/uc13	(14x) TRUCK TO 6F.35.5W W/ARC
+ OPEN + ON (1's) (OPENED) (H-BOB DOWN) (A-6) HP	S	A									3x E.1.
(B-2) ON (1's) BECAUSE OF CAMERA MOVE!	M	D									
	EE	(W)									
	/	M					B-2	A...			
	L	K									
	/	I									
	/	J									
(B-3) HF	UH	B					B-3				3x E.O.
	/	(M)									
	L	A									X 6F.35.5W
		I									

(HH) (cut)

14A

FILM ROMAN

THE SIMPSONS

SHOW FABF23 ACT 1 SCENE 14 DIRECTOR D. SILVERMAN PAGE 14

SC.	ACTION	A DIAL	A MOUTH ACTION	B DIAL	B MOUTH ACTION	6	5	4	3	2	1	CAMERA INSTRUCTIONS
14	PROUD, SMILE MOUTHS...	1½ (C-1)	OL/UL 14 (B-1)					C-1	OL/UL 14	B-1	A-1	BG-14 12½FF½W.#
	ARMS HEAD (5) (5) (C-2) (C-2)							C-2				
	H-BOB UP											
	A-LEVEL (A) BLINK											
	(19) CLOSE EYES (CLOSED) (C-2)											
	H-BOB DOWN											
	NOTE: I'VE GOTTEN GOOD ANIMATION W/ DRAWING-ANTIC. POSE IN SHEETS											
	NOTE: NO INBETWEENS FROM ANTIC. TO (OVS) - MAKES THIS LINE PUNCH MORE. ALSO, I USED ONLY ONE (STL) (SETTLE) FOR ACTION TO PUNCH.											
	(5X) ANTIC DOWN							C-3				
	EYE OPEN! (OVS) (STL) (C-3)											

SHOULD I OMIT

SMOOTH MOVING DOWN

70 14 14

FILM ROMAN

THE SIMPSONS

SHOW • FAB, F23 ACT 1 SCENE 14, 15 DIRECTOR Silverman PAGE 14A

(14) CONT'

ACTION	A DIAL	A MOUTH ACTION	B DIAL	B MOUTH ACTION	6	5	4	3	2	1	CAMERA INSTRUCTIONS
							C-3	OL/UL 14	B-1	A-1	
HEAD / ARMS / STOMACH EXPANDS	S	I									
		J									
	T	K									
	EXH	B					C-4				
		M									
		A	SFX								0
		I	POP								
LIQUID FROM STOMACH / POP OPEN STOMACH			⊗				C-5				(5X) Thencle To: 12½F. 1½S. ½W
W/ BLINK / N BLINK											2XE.I.
						CA-1	C-6		B-2		0
BART ENTERS SC.			> OOZE			CA-2				A-2	1XE.O. X 12½F. 1½S. ½W
B-LEVEL / BLINK						CA-3					
LIQUID CONTS. POURING OUT			>		D-1	CA-4					
					D-2						Cut 0
	BART		>								
SMILE MOUTHS	R	S							B-1	A-1	BG-15 9FC
	EXIT	F	>								
		G								A-2	
		P							B-2		0
	OO	Q									
		I								A-3	
									-3		
AIRBRUSH STEAM RISING		P							B-3		
		G								A-4	0
		H									
	L	E						AA-1			
		J									
		K									
	EYE	C							B-3A		
CONT. DOWN INTO ANTIC		B									0
	EE	A									
	M	O									
	V	I									
											0
CONT. (16X) CYCLE / AD LIB DROPS FLYING OFF BART'S HANDS, HEAD	AW	D							B-4		
		E									
		A									
	M	M									
	I	K									0

(NOTE:) FOR THIS ACCENT, BART'S ANTIC DOWN WORKS WITH HIM SAYING "I'M", HITTING HIS (ANTIC) ON THE "V" OF "VOMIT." THEN, UP ON (1'S) FOR TWO FRAMES TO HIT (B-3B) (REALLY AN (OVS) OF B-4) OF "VAW MIT." THEN SETTLE TO B-4. I DIDN'T "POP" TO (B-3B) FROM THE (ANTIC) BECAUSE I FELT THE BODY WAS TOO DIFFERENT BETWEEN THE POSES. ALSO, 2 (STL)s (OR (3) FOR SETTLE) ARE USED, BECAUSE ACTION FEELS SLOWER.

FILM ROMAN

THE SIMPSONS

(15) CONT.

SHOW # FABF23 ACT 1 SCENE 15, 16 DIRECTOR SILVERMAN PAGE 15

ACTION	A DIAL	A MOUTH ACTION	B DIAL	B MOUTH ACTION	6	5	4	3	2	1	CAMERA INSTRUCTIONS
CONT. (16X) CYCLE; (B-4); CONT. DRIPPING VOMIT; (A-4) HP; HU	T EXH	B						AA-2	B-4	A-4	CUT
											CUT
DROOL, SMILE MOUTHS											
(16) (D-1) (CB-1) (CA-1) HP (C-1) H (OL/UL 14) (B-1) HP (A-1) HP; HU	(5A) BOSS H	B NB			CB-1	D-1	CA-1	CC-1 / CC-1 14	OL/UL 14	B-1	A-1; BG-14; 1½ F1 ½ F1S C
ADLIB: VOMIT DRIPS OFF ARMS								CC-2			
AIR-BRUSH STEAM RISING; TO CB-2											
CHUCKLE (H-BOB) DOWN, ELBOWS UP											
TO B-2 W/BLINK											

15, 16

FILM ROMAN

THE SIMPSONS

SHOW • FABF23 ACT 1 SCENE 16 REVISED DIRECTOR D. SILVERMAN PAGE 16

APR 26 2004

16 CONT. Chuckle/11-DUB Down ELBOWS up ACTION

SC (P) | A DIAL | A MOUTH ACTION | B DIAL | B MOUTH ACTION | 6 | 5 | 4 | 3 | 2 | 1 | CAMERA INSTRUCTIONS

CB-2 CA-1 HP
cont. vomit drip off arms
HBCB cycle
ST up
C-1
04/4E 14
B-2 HP
w/ BLINK To (A-2)
A-2 HP
HBCB down ELBOWS up
CB-1
cont. cycle
ST up
C-1 HP
BART A BLINK
C-2
1's
1's CLOSE EYES
C-2A HP
To BASE
CT-1
CT-2
CT-3
CT-2
CT-4
CT-2
CT-3
CT-2
CT-4
ANTIC BACK, TENTACLE UP
1's
S
C-2B
TENTACLE
1's
BOSS
C-3
O.V.S
S-1
C-3A
C-3 HP
S2
C-4
TO C-5
D-2 HP

CB-2 | D-1 | CA-1 | CC-2 | C-1 | 2L 14 | UL | B-1 | A-1
CC-3 | B-2
CB-1 | A-2 | 0
CC-4 | D-2
CB-2 | CC-5 | 0
CB-1 | CC-2 | 0
CB-2 | 0
CB-1 | C-3 | 0
0
CB-2 | 0
C-2 | 0
CB-1 | A-1 | 0

80 1 16 16

FILM ROMAN

THE SIMPSONS

SHOW # FABF23 ACT 1 SCENE 16,17 DIRECTOR D. SILVERMAN PAGE 17

(16) CONT'

SC.	(CB) ACTION	A DIAL	A MOUTH ACTION	B DIAL	B MOUTH ACTION	6	5	4	3	2	1	CAMERA INSTRUCTIONS
1	D-2 HP; CA-1 HP; C-5; OL/UL 14; B-2 HP; A-2 HP		G			X	D-2	CA-1	X	C-2	OL/UL 14 / B-2 / A-2	
2			I									
3	CONT: (16) CYCLE		O									
4												
5		V										
6			J									
7	HEAD FORWARD & EYE CLOSED	Z										
8												
9	C-6	UH	C									
10												0
11	C-6		I									
12	(SD) (1S)	H										
13			D									
14	OVS	Y							C-4			
15			M									
0	ST	EE										
1			N									
2	C-7; A-LEVEL (B) BLINK	O										
3		E	B									
4		R										0
5			I									
6												
7	H-BOB DOWN + CLOSE (1S) EYE	L	C									
8		UH										
9	CLOSED		J									
10		L										
11			I									
12												
13	H-BOB up + (1S)		D									
14												
15	C-7 HP; OPEN	A	C									0
0												
1		K	B				D-3					
2												
3			M									
4		T										
5		I	K									
6												
7		K	A									
8	To Pose	P										0
9	D-3 HP	R	B									
10	Above C-8	UH										
11			A									
12												
13	Lock fists down on hips; Boss BLINK (B)	M	K									
14		EH										
15	C-8 HP	OO	P									
0		SH										
1			E									
2		EH										0
3			C									
4												
5		N	J									
6												
7												
8												
9												CUT
10	HU											
11						X	X	X	X	AA-1	A-1	
12												
13		SH		KODOS KANZ								
14												
15												
0												
1			H			X	X	X	X	AA-2	A-2	
2			Y									
3												
4										3		
5			EE		OMIT							
6												0
7			P							2		
8												
9			E									
10										3		
11												
12												
13			G							2		
14												
15			UH									
0										3		0

PASS (4) (APPEARS LATER) C-LEVEL

PASS (3) (APPEARS LATER) B+BB LEVEL

OL/UL 14 A, AA, AB, AC; FG (1) 9F.; FG (2) 9F.; 3A 9E.

B&S 17 0; FG (1) 9F.; B&S 17 2E.

85 16 17

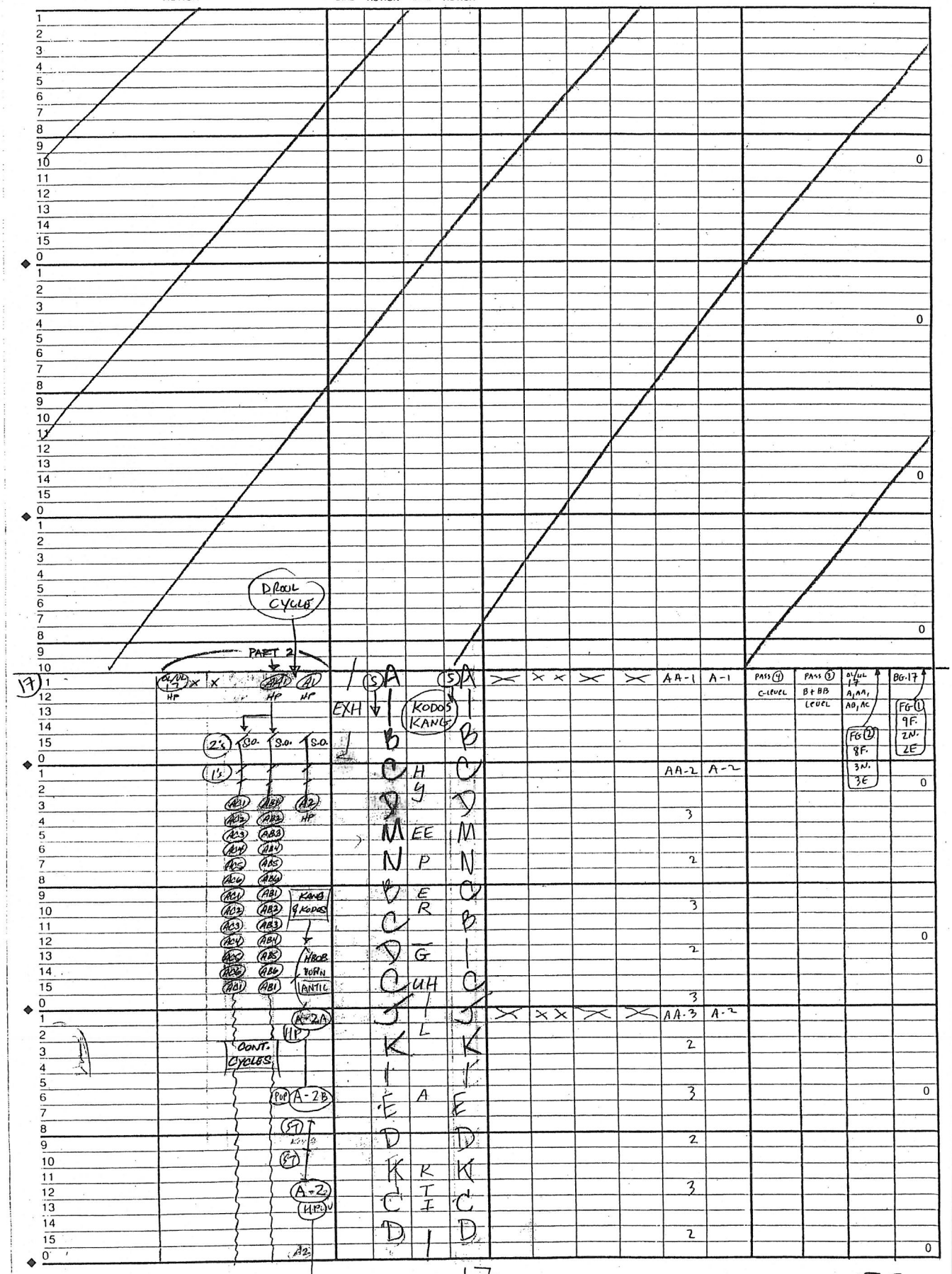
FILM ROMAN

THE SIMPSONS

SHOW # FABF23 ACT 1 SCENE 17 DIRECTOR Silverman PAGE 17A

18

ACTION | A DIAL | A MOUTH ACTION | B DIAL | B MOUTH ACTION | 6 | 5 | 4 | 3 | 2 | 1 | CAMERA INSTRUCTIONS



FILM ROMAN

THE SIMPSONS

SHOW # FABF23 ACT 1 SCENE 17 DIRECTOR Silverman PAGE 18

(17) CONT

ACTION	A DIAL	A MOUTH ACTION	B DIAL	B MOUTH ACTION	6	5	4	3	2	1	CAMERA INSTRUCTIONS
PART 2 KANG'S TENTICLES KODOS TENTICLES											
KODOS EYE BLK.											
KANG'S EYES KODOS EYES KODOS KANG	DH OH N D EH R UH R M OH Z I N TH EE Z M N D M K F I C AY	BART					AC-1	AB-1	AA-4	A-3	
							AC-2	AB-2			
							AC-1	AB-1			
PART H! PART 3					C-1	B-1	BB-1				
DX SHADOW ADLIB DROPS FALLING OFF BART						B-1					
DROPS FLY OFF BART'S FINGER, ARM											

90 17 18

FILM ROMAN

THE SIMPSONS

SHOW • FABF23 ACT 1 SCENE 17/19 DIRECTOR D. SILVERMAN PAGE 19

SC. 10

17 CONT.

PART SC. 4 | CONT. DRAWS | PART 3 ACTION | PART 2

A DIAL | A MOUTH ACTION | B DIAL | B MOUTH ACTION | 6 | 5 | 4 | 3 | 2 | 1 | PASS 4 | 3 | 2 | 1 | CAMERA INSTRUCTIONS

(S1) (B1) HP | (B-2) (BB1) HP | (A-1) (AE1) HP | (AP1) HP | (AM1) HP | (A3) HP

BLINK PART (B) | (13) To B-3 | (B-3) | (X) OFF

KANG EYE BLK (B)

BOOO | EYE BLK (A)

C-1 | B-2 | BB-1 | AC-1 | AB-1 | AA-1 | A-3

B-1 - 1

B-3 - 3

A D MOLEMN BCD MBAIAN

0 | 0 | 0

CUT 0

19 (B1) HP

FT. TENTACLE (A-1) | (SEP. BODY) | DROOL CYCLES | (A2) HP | (A-2) | (A-2A) | BOOO EYE BLK (B) | (A-2B) HP | CLOSED EYE | CLOSED | (A3) HP | (15) OPEN EYE | To A-3 | S.1. | ON (15) BEGINS OF TRUCK | S.10 | (A-3) HP | TO A-4 | S.0.

D-1 | A-1 | A-2 | A-3 | A-4

BG-19 | GF. IN GE | START BG T.P. A1 Pos (B) 0 | (12x) TRUCK TO GF-4E-Q | 3x E.I. | 3x E.O. | GF-4E-Q

0 | 0 | 0 | 0 | 0

95 17/19 19

[redacted]

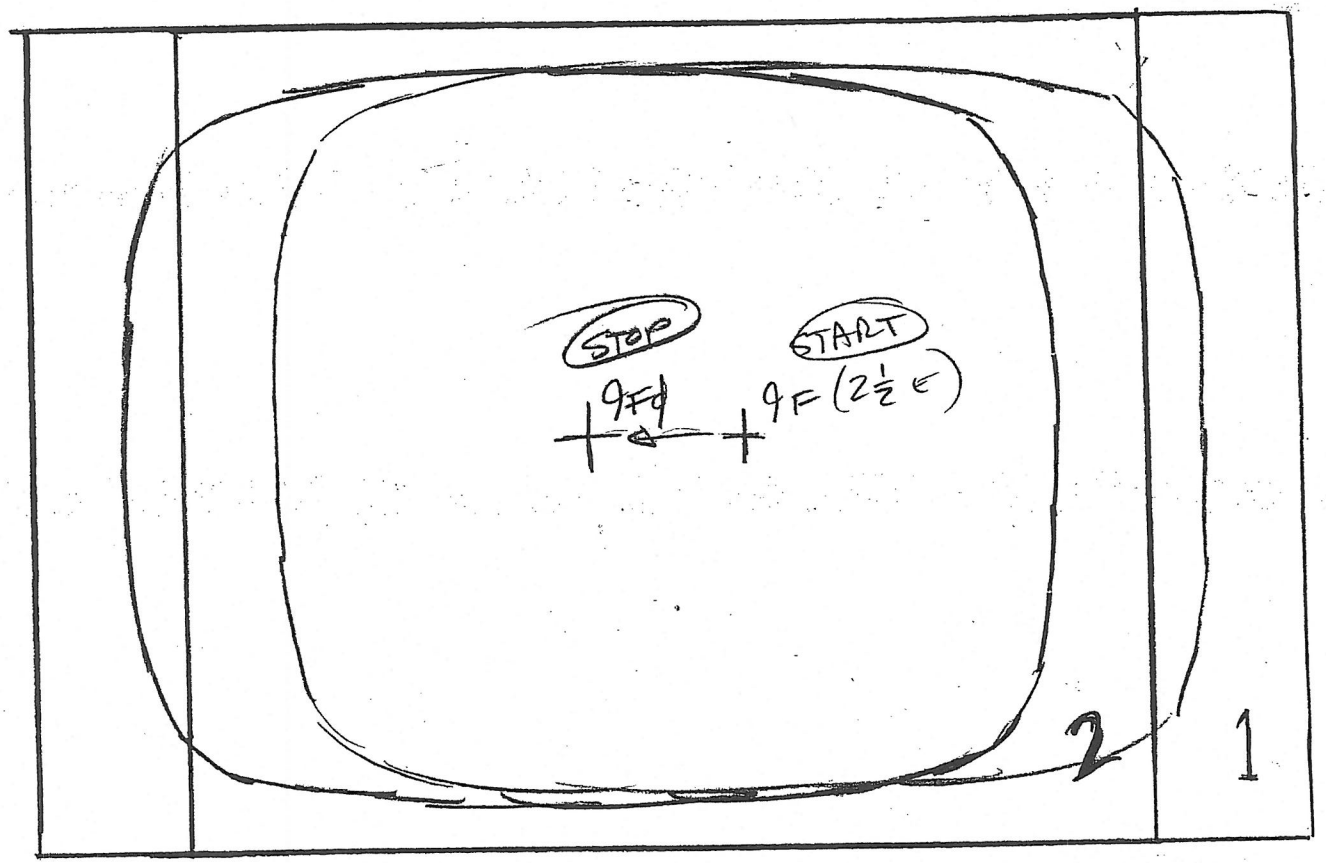
THE SIMPSONS

BA

FILM ROMAN			
EPISODE	SCENE	~~B.G.~~ OL UL	FOOTAGE
FABF23	11	11	6 02
DIRECTOR	DATE	NAME	
DS	2/24		
LAYOUT ARTIST		ROSAS	
B.G. ARTIST	2-13-09	TREVOR HEDERSON J	
ANIMATIC TIMING	2/18	J.D.	
ANIMATIC CHECK			
CAMERA			
REVISION ARTIST		BRYAN FRANCIS	
FINAL TIMING	3/29	J.D.	
FINAL CHECK	4-5	BB	
CAMERA NOTES AND S/A MATERIAL:			
9F (2½E) → 9FF			

SHOW # SC.#

FABF23 11



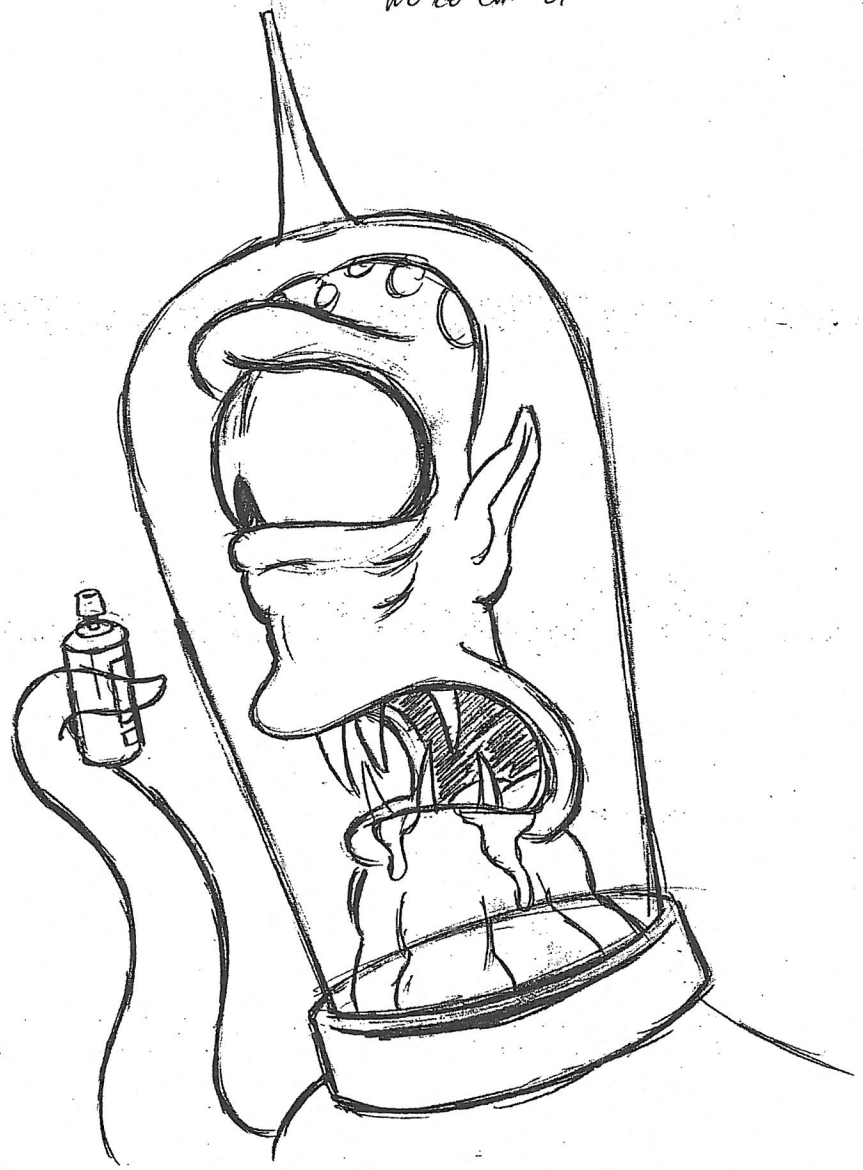
FABRIC — SC-11 — FG

(LOOK TO KODOS)

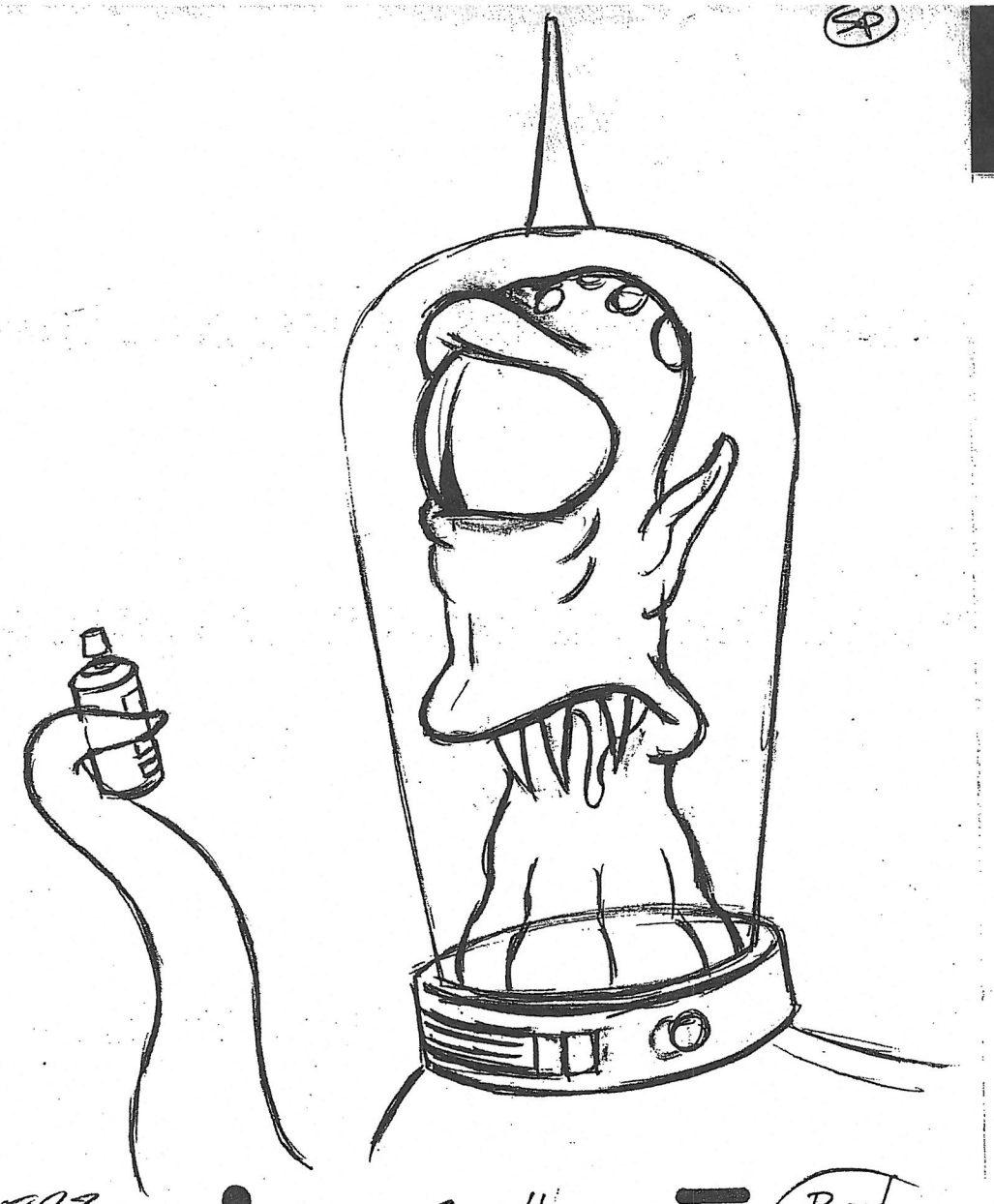
FABE 23 SC-11 B-3

OLD SPACE

FART 23 SC 11 B-2A

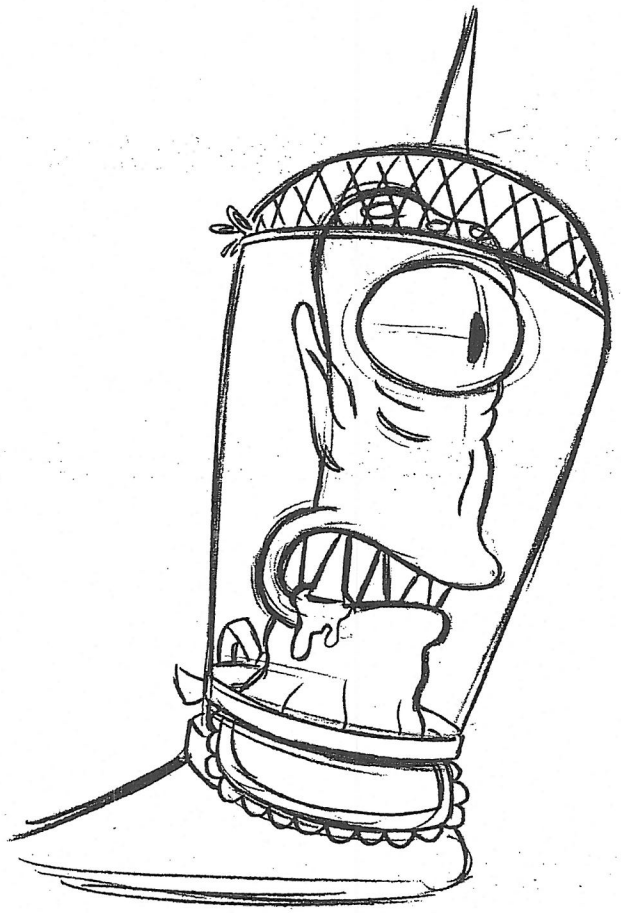


FABF23 • SC-11 — B-2



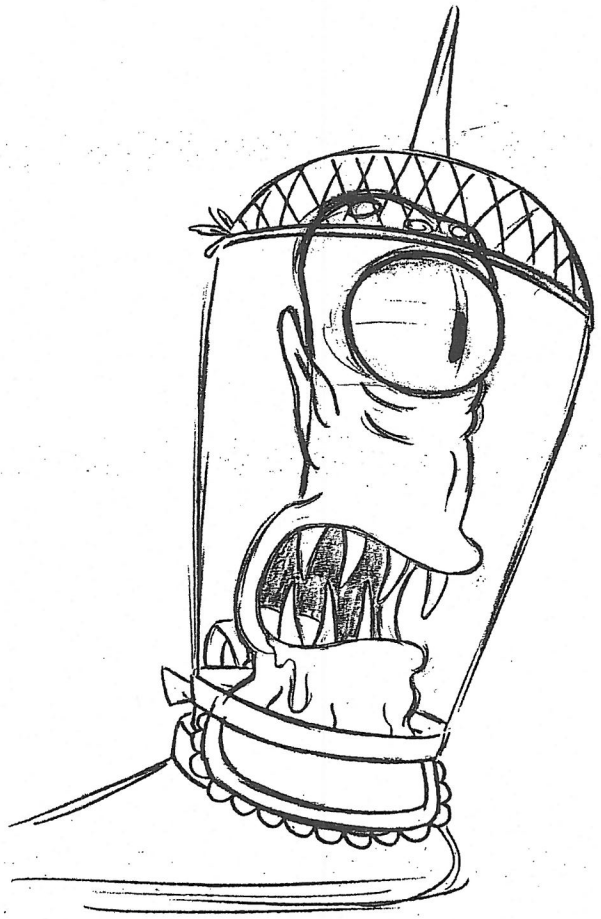
FABE 23 SC-11 B-T

SPICE



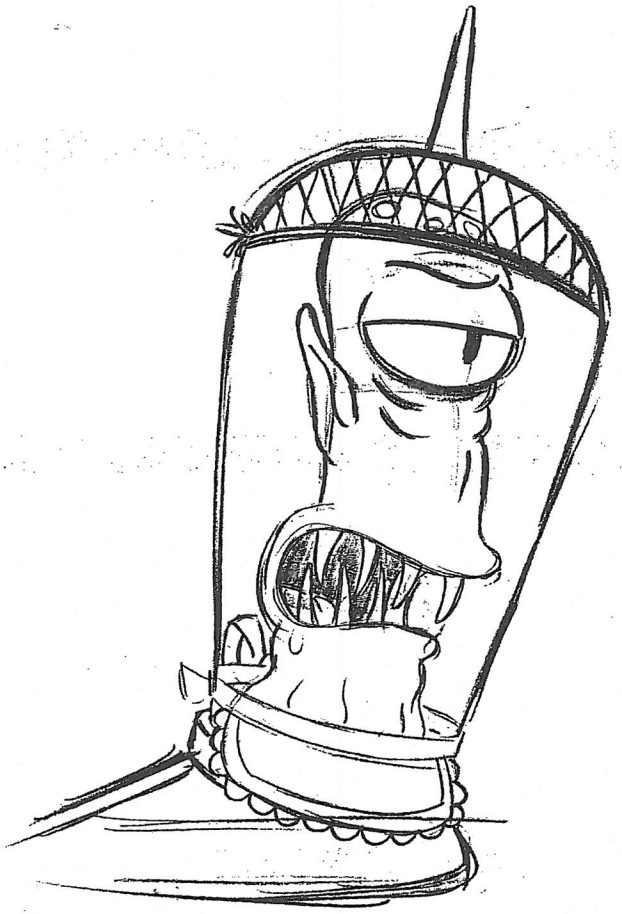
FAB 223 • sc -11 — A-4

SPICE



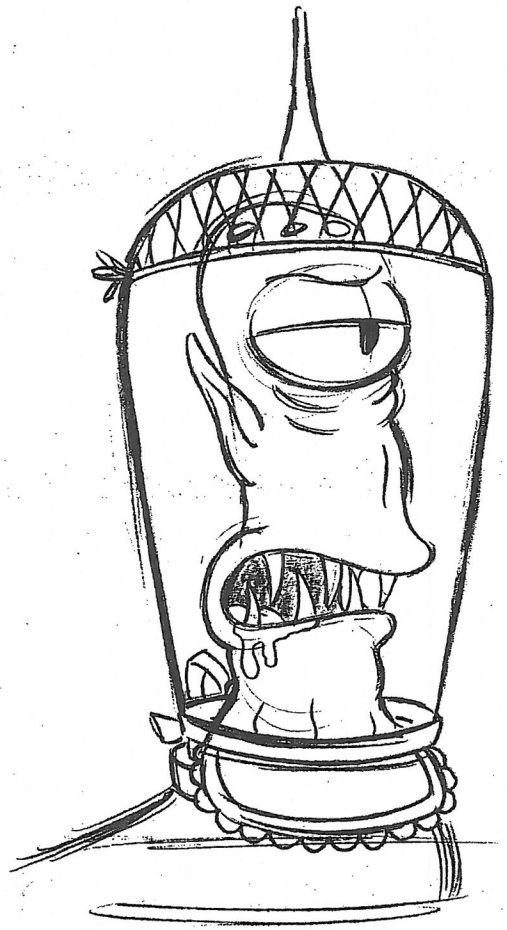
FABP23 • sc-11 — A-3

PRONOUNCED SP...

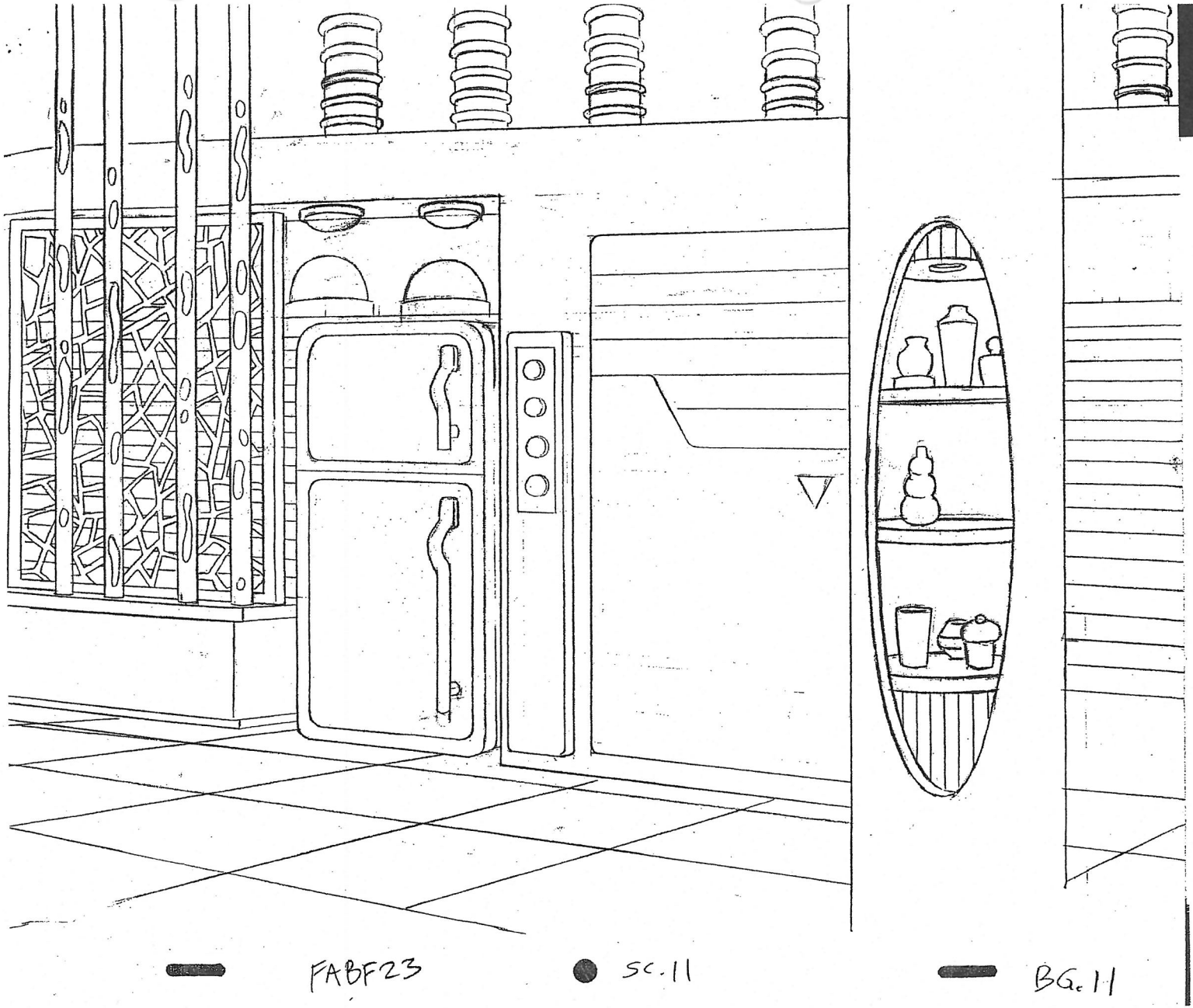


FABRICS • SL-11 — A-2

It's



FABF23 • 2-11 — A-1



FABF23 sc. 11 BG. 11

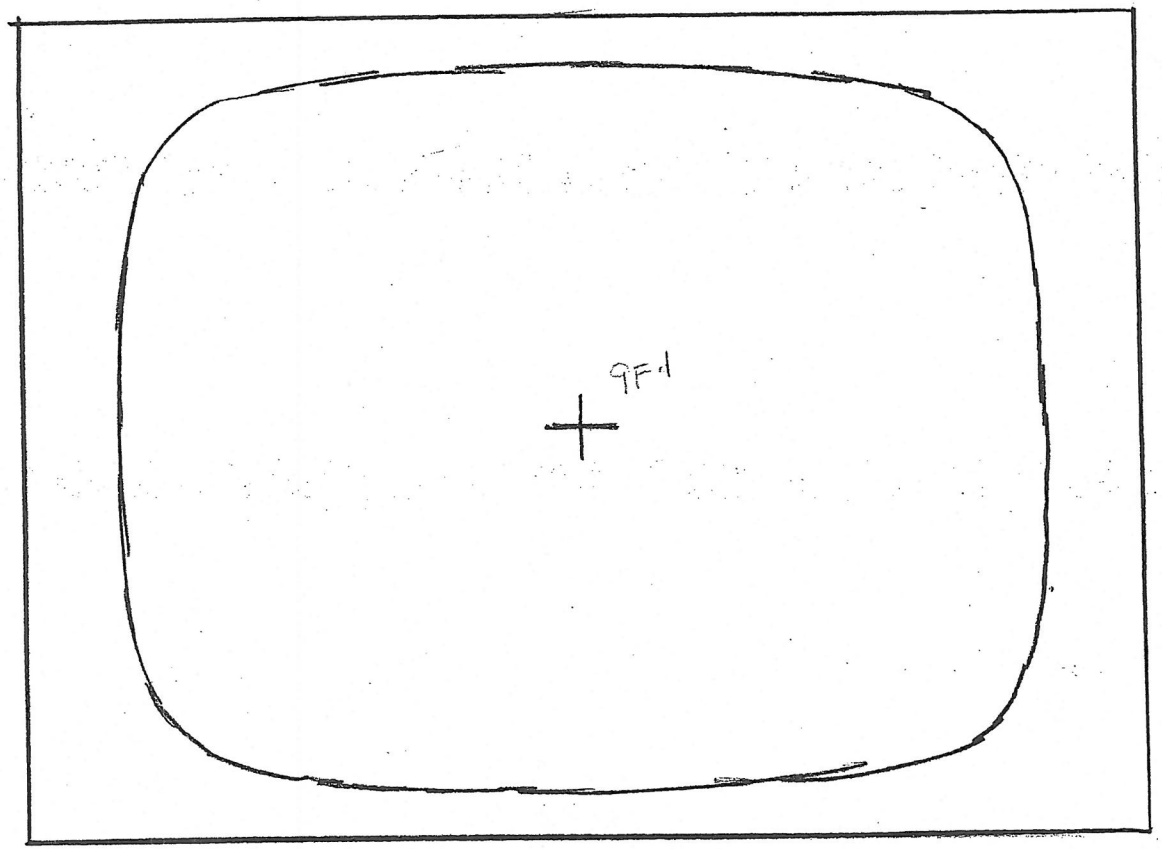
THE SIMPSONS

FX, DX, A

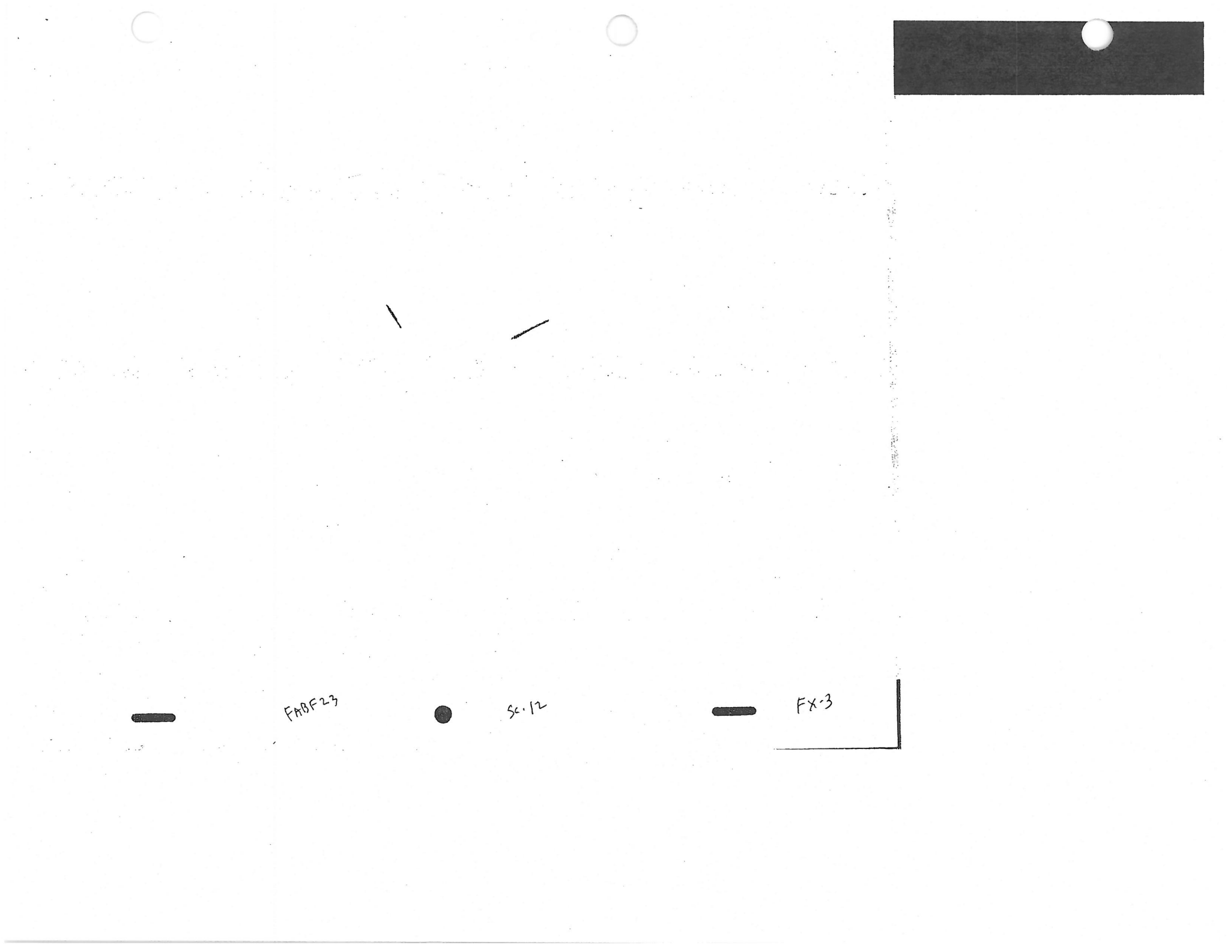
SHOW # FABF23

SC.# 12

FILM ROMAN			
EPISODE	SCENE	B.G./OL UL	FOOTAGE
FABF23	12	12	2 08
DIRECTOR	DATE	NAME	
LAYOUT ARTIST		ROSAS	
B.G. ARTIST		HENDERSON J	
ANIMATIC TIMING	2/26	J.D.	
ANIMATIC CHECK			
CAMERA		EA	
REVISION ARTIST			
FINAL TIMING	3/29	J.D.	
FINAL CHECK	4-5	BB	
CAMERA NOTES AND S/A MATERIAL: 9 FD w/ B.P. & T.P. PAN			



FABF23 SC-12 FG1


FABF23
Sc.12
FX-3

FABF23 Sc. 12 FX-2

[redacted]

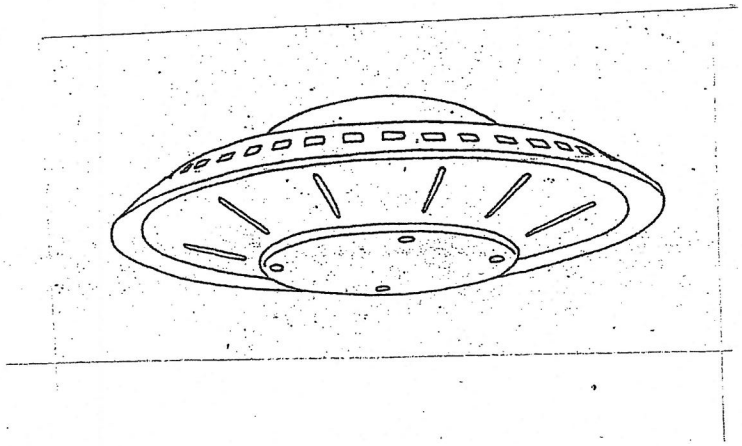
FX-1

5x,12

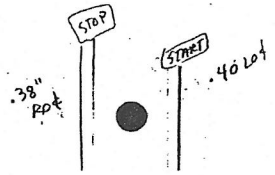
FARF 23

LIGHTS ON SPACESHIP

FABF23 SC.12 DX-1

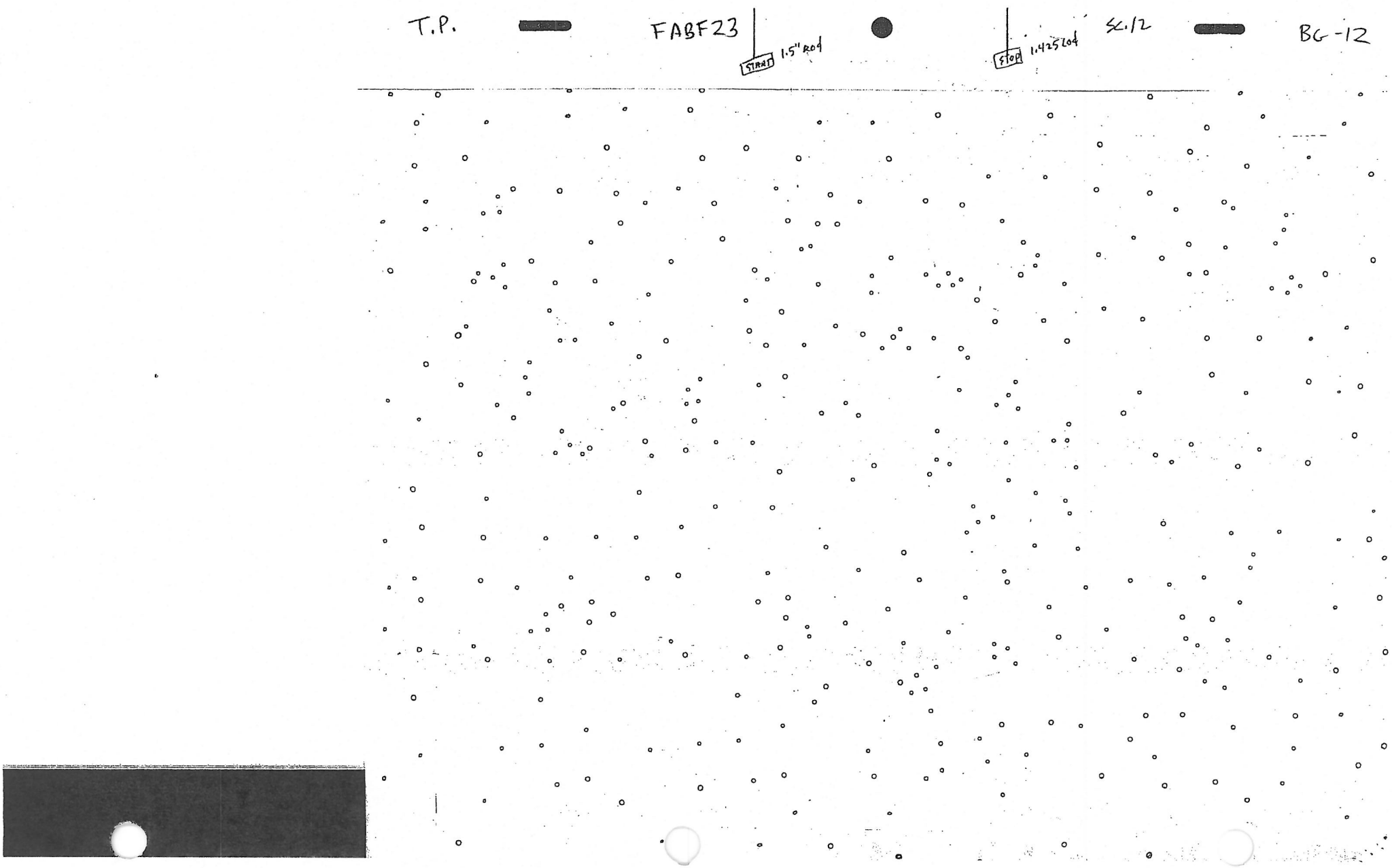


FABF23



SC-12

A-1


T.P.
FABF23
START 1.5" Rod
STOP 1.425 Rod
SC.12
BG-12

[redacted]

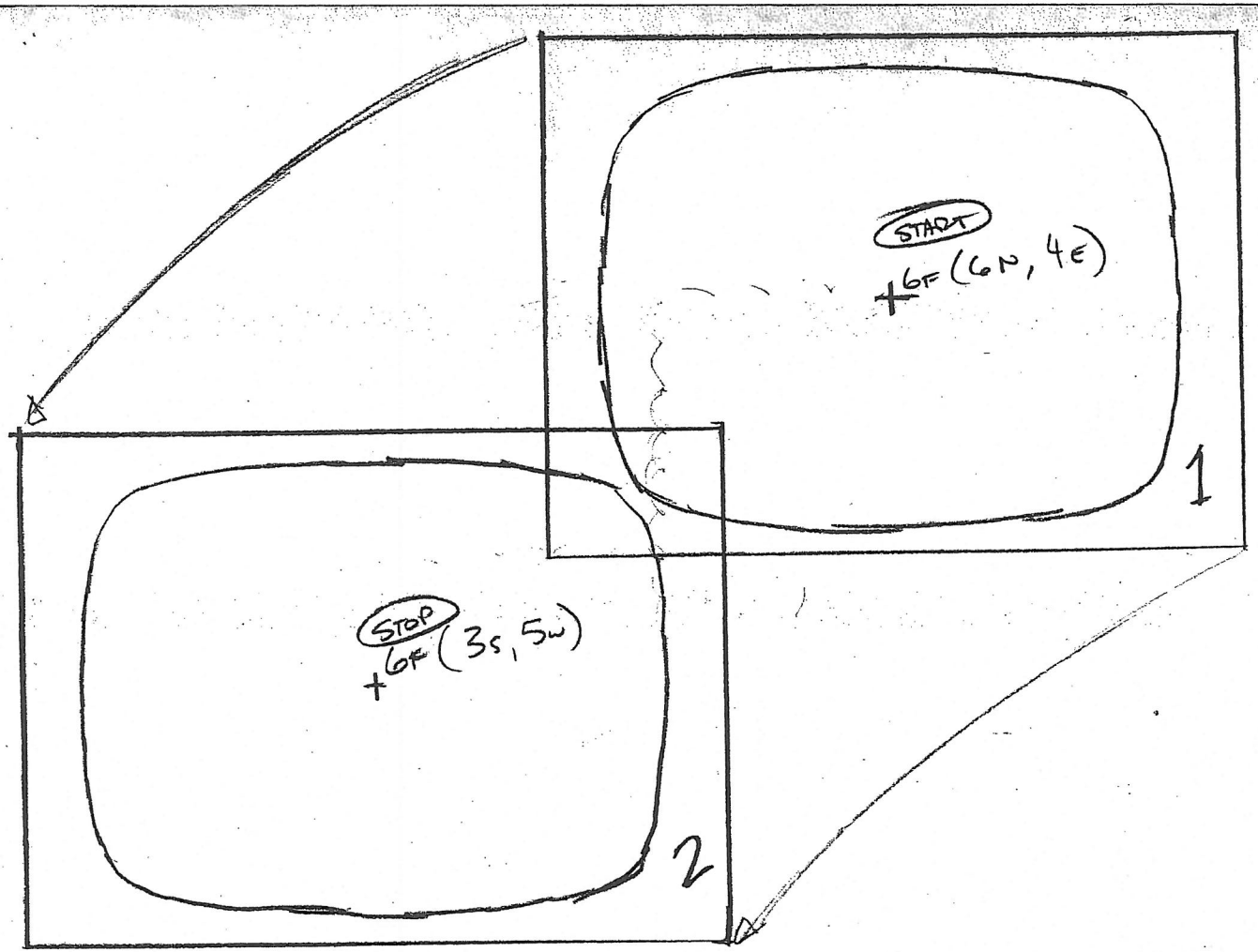
THE SIMPSONS

B, OL/UC
AA, A

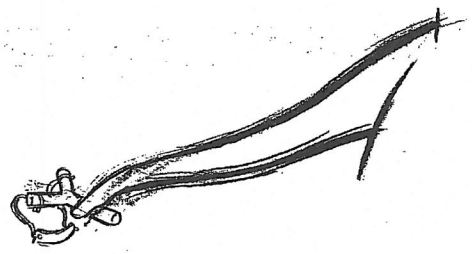
SHOW # FABF23

SC.# 13

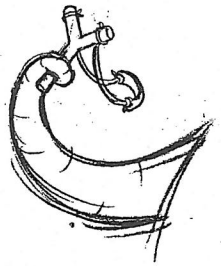
FILM ROMAN			
EPISODE	SCENE	B.G./OL UL	FOOTAGE
FA 23	13	13	6[14]
DIRECTOR DS	DATE 2/24	NAME	
LAYOUT ARTIST		Ross	
B.G. ARTIST		Tops	
ANIMATIC TIMING	2/18	J.D.	
ANIMATIC CHECK			
CAMERA		[redacted]	
REVISION ARTIST			
FINAL TIMING	3/29	J.D.	
FINAL CHECK	4-5	BP	
CAMERA NOTES AND S/A MATERIAL: 6F(6N,4E) → 6F (5S,5W)			



FABF23 • sc-13 FG



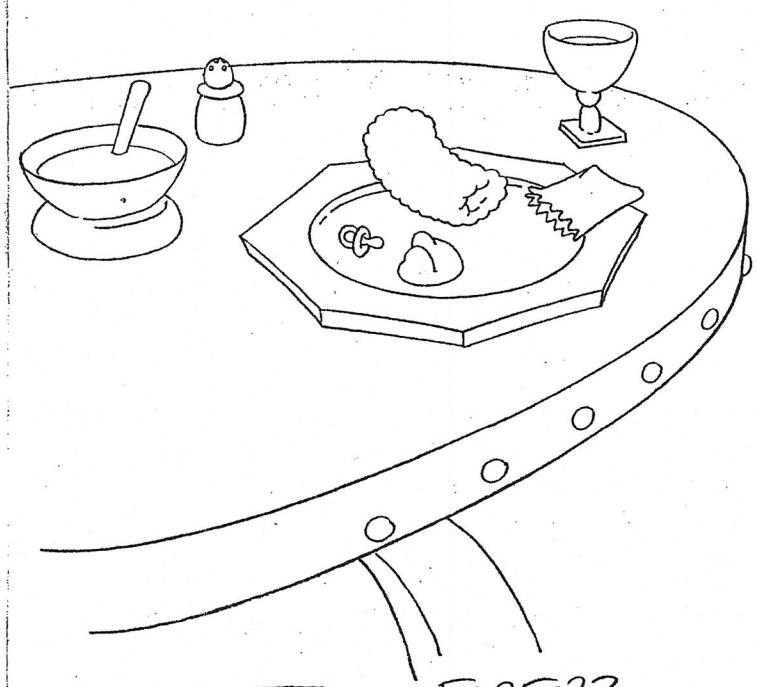
FABF23 • Se-13 (w/w A-6) B-3



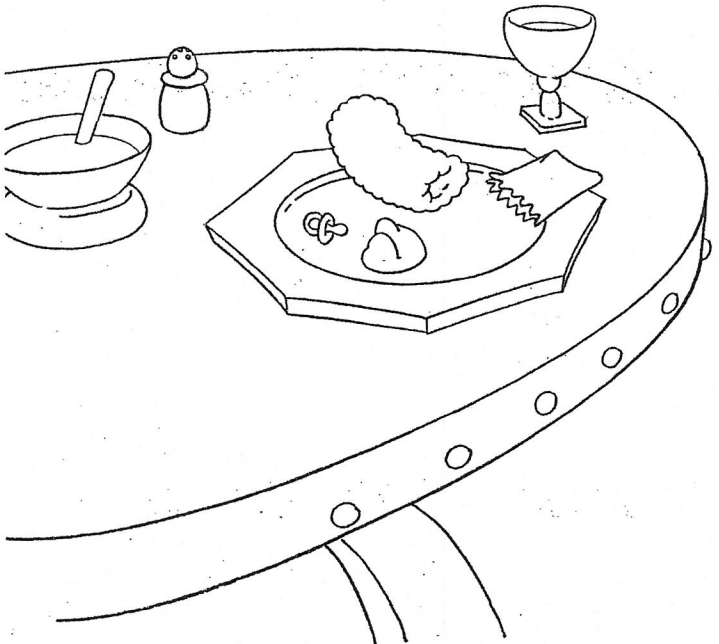
FAB223 • sc-13 (w/w A-C) B-2

WHAT A DELICIOUS MEAL ...

FAB#23 SC-13 1(c/wA-6) B-1



FABF23 • 8c-13 — $\frac{oc}{un}$ 13



FABF23 8-13 $\frac{\alpha}{in}$ 13

DOOR CLOSED

[redacted]

(c/w A-6)

FABF23 — SC-13 — AA-5

[redacted]

(w/wA-6)
AA-4

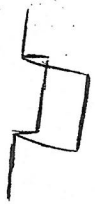
SL-13

[redacted]

[redacted]

STAMPS TO CLOSE

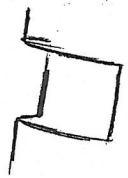
[redacted]



(w/w A-6)

FAB 23 — Sc-13 — AA-2

(DOOR FULLY OPENED)



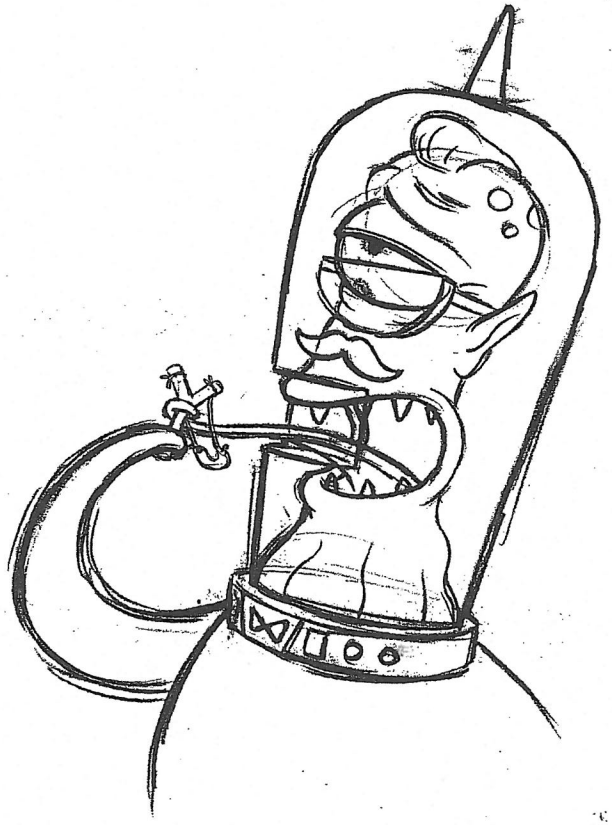
(w/c A-C)
AA-1

FNBP23

SL-13

WHAT A DELICIOUS MEAL---

FABF23 • Sc-13 — A-6



[redacted]

FABF23 • sc-13 — A-5

MMM...

FAB223 • sc.13 — A-4

MMM...

[redacted]

FAB123 • SC-13 — (FROM A-2) A-3

(CHEW)

FABF23 • sc-13 — (CYCLE) A-2

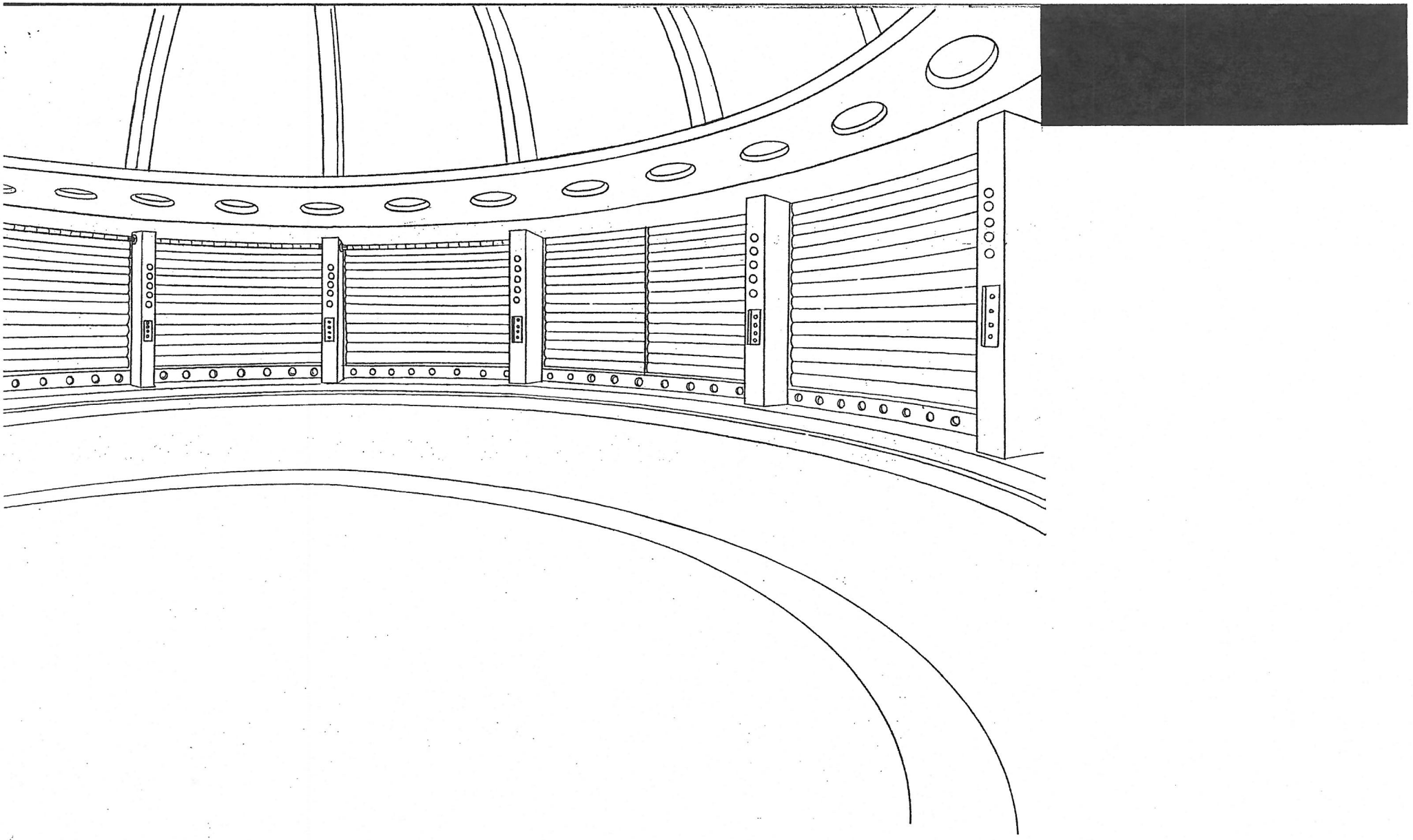
(CHOW)

FAB223

SC-13

(CHOW CYCLE W/ A-2)

A-1



FABF 23 • SC-13 — BG 13

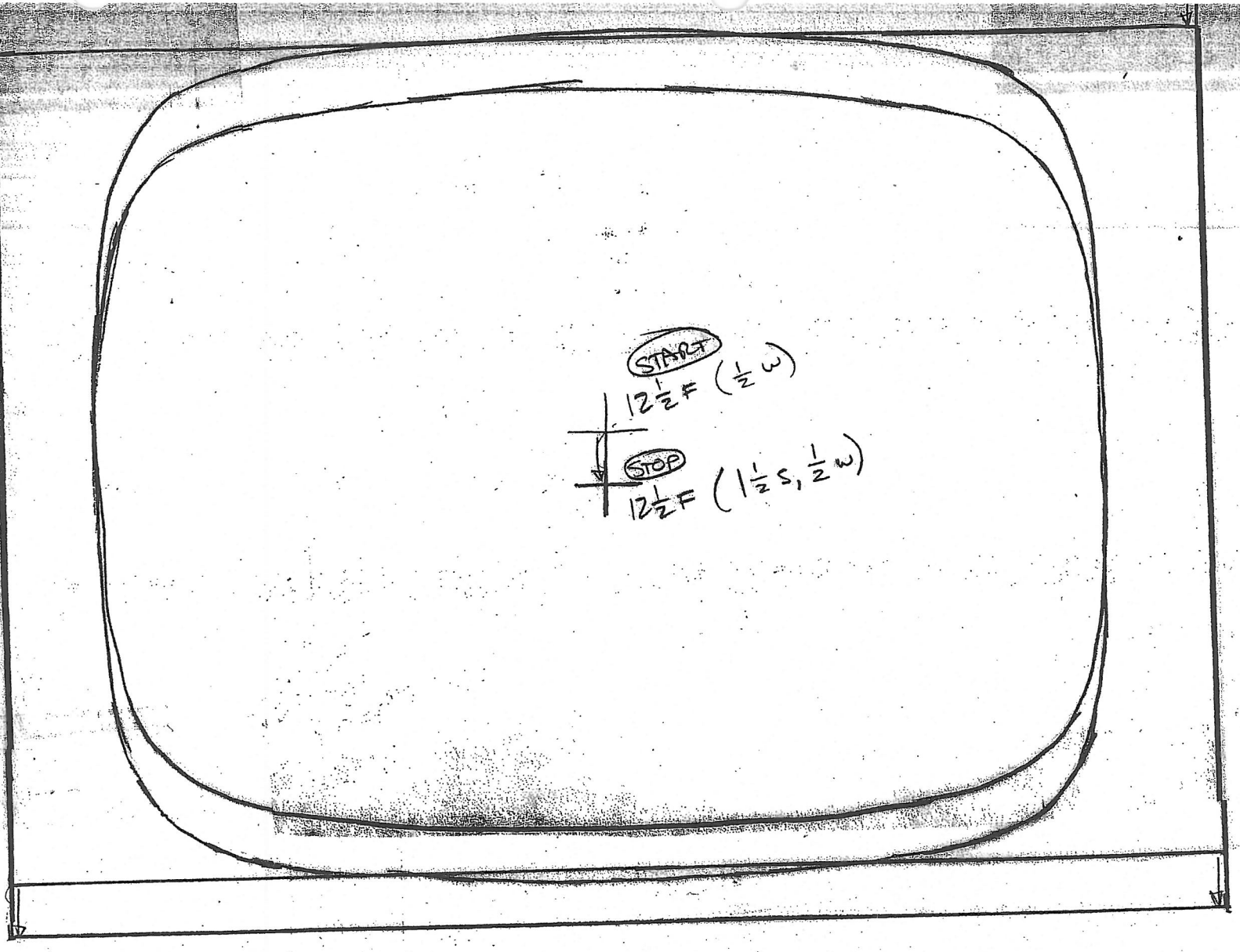
THE SIMPSONS

D, CA
C, OL, UC
B, A

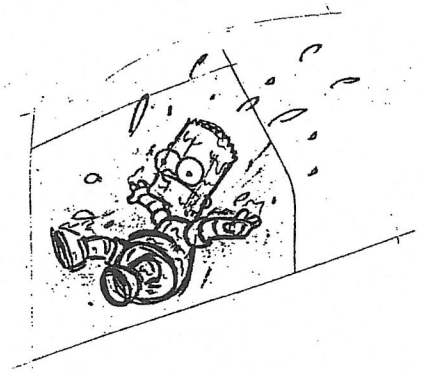
SHOW # FABF23

SC.# 14

FILM ROMAN			
EPISODE	SCENE	B.G./OL/UL	FOOTAGE
FABF23	14	14	5 10
DIRECTOR D.S	DATE 2/24	NAME	
LAYOUT ARTIST		ROSAS	
B.G. ARTIST		~~ENDEPSO~~ J	
ANIMATIC TIMING	2/20	J.D.	
ANIMATIC CHECK		3/3	
CAMERA			
REVISION ARTIST		ROSAS	
FINAL TIMING	3/31	J.D.	
FINAL CHECK	4-5		
CAMERA NOTES AND S/A MATERIAL: 11½ F(½ W), 12½ F(1½ S, ½ W)			



FABF23 • sc-14 — FG



FABF23 • sc-14 — D-4 •

D-3

4-12

HARRY

D-2

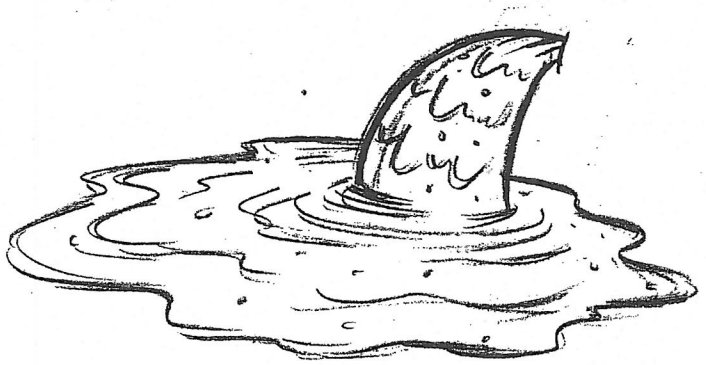
4-4

A08422

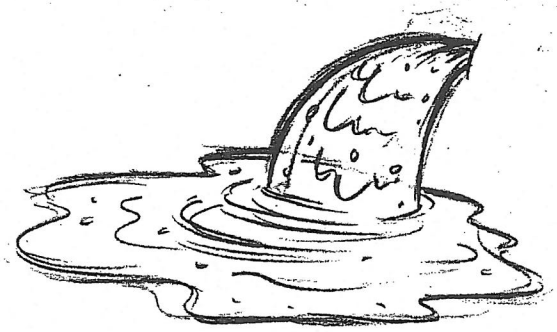
D-1

41-44

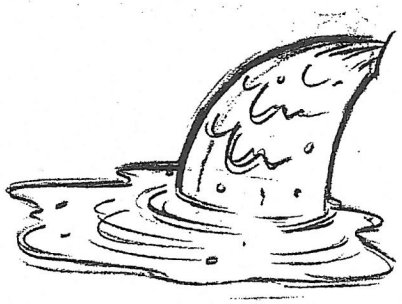
CH2M



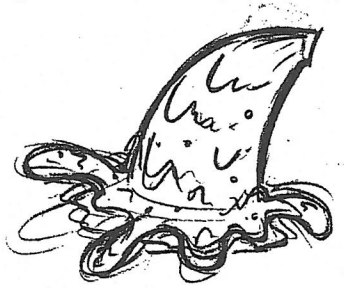
FAB223 • sc-14 — (w/w-c-6) CA-4



FA#F23 • sc-14 (w/u.c-6) CA-3



FABF23 • sc-14 — (w/w c-6) CA-2



FAB223 — sc-14 — (w/w c-6) CA-1

[redacted]

C-6

14-15

CHARA

シーン 41-3 カット23

FABF23 • sc-14 • C-4

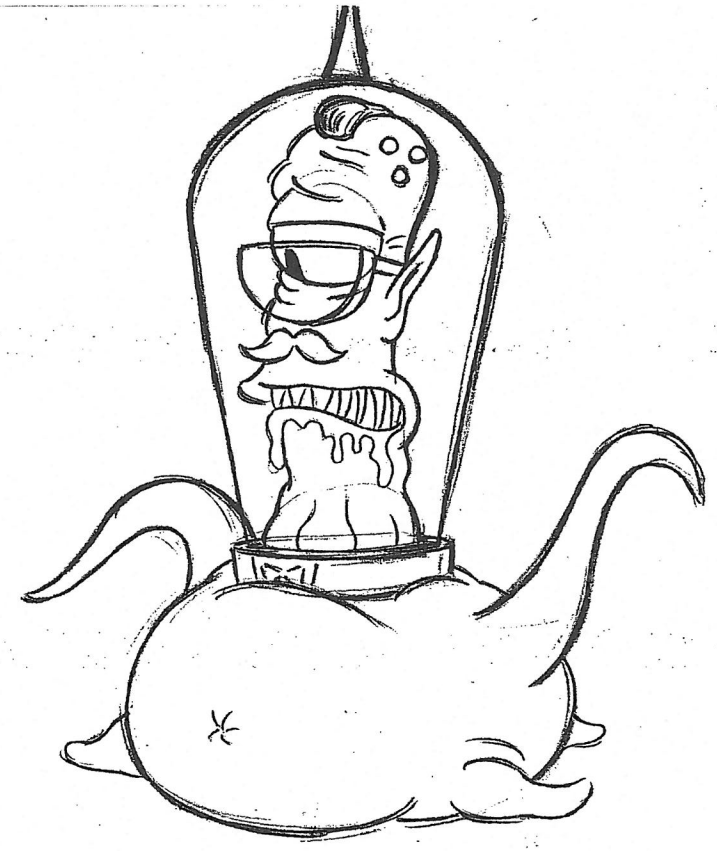
FAB223 • sc. 14 — C-3

[redacted]

C-2

4-25

FABRIS



FABF23 sc. 14 C-1

[redacted]

FABRIC

41-14

B-2

[redacted]

[redacted]

ナポス

[redacted]

ロ-3

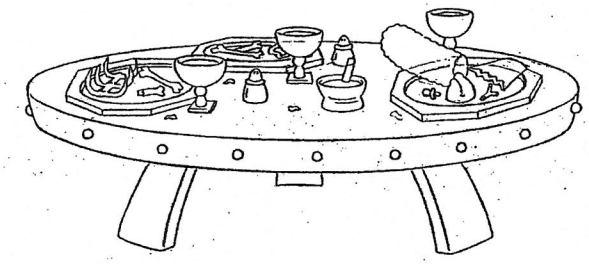
[redacted]

1-4

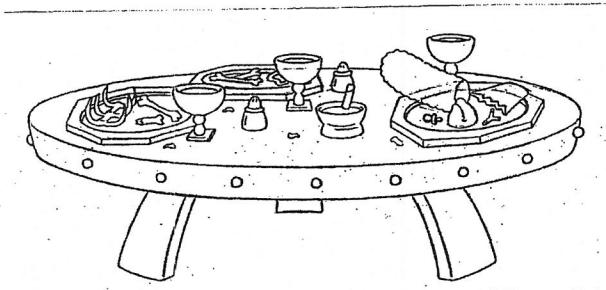
[redacted]

FABF23 sc-14 A-2

FABF23 Sc. - 14 A-1



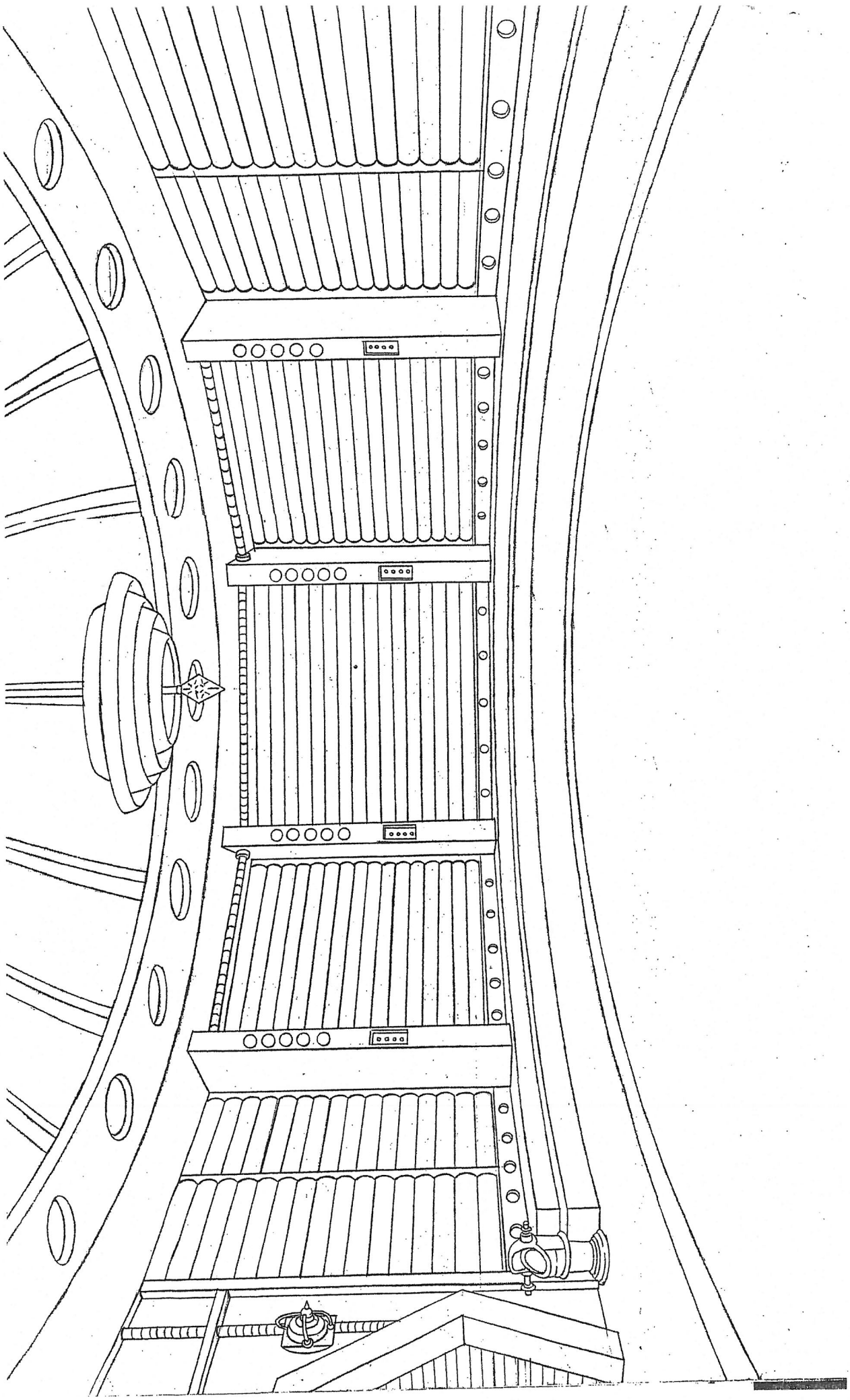
FABF23 SC-1416 OL/UL-14



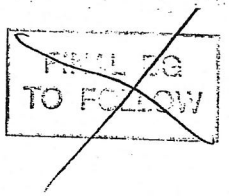
FABF23

SC-14-16

OL/UL-14



THE SIMPSONS

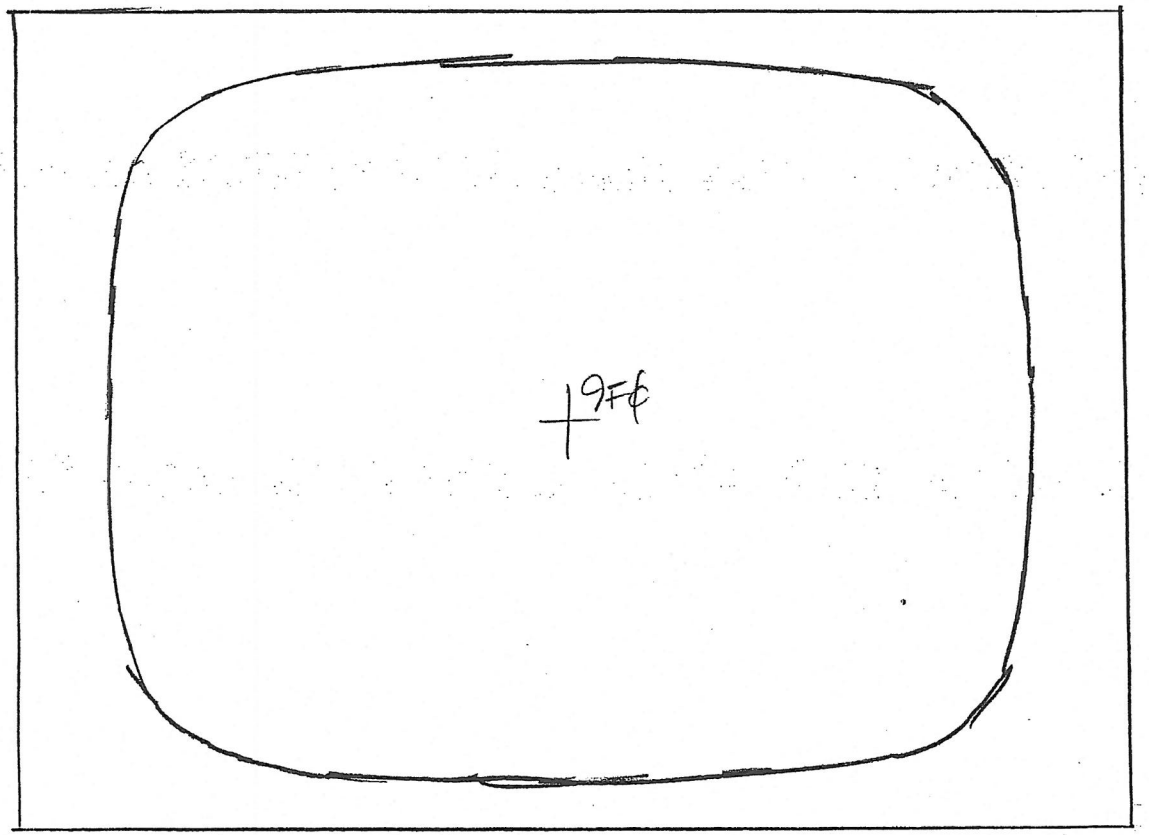


AA
B/A

FILM ROMAN			
EPISODE	SCENE	B.G. VOL UL	FOOTAGE
FABF23	15	15	304
DIRECTOR DS	DATE 2/24	NAME	
LAYOUT ARTIST		ROSS	
B.G. ARTIST		HE J	
ANIMATIC TIMING		DS	
ANIMATIC CHECK			
CAMERA			
REVISION ARTIST			
FINAL TIMING	3/29	J.D.	
FINAL CHECK	4-5	BP	
CAMERA NOTES AND S/A MATERIAL: 9 Ft			

SHOW # SC.#

FABF23 15



FABF23 • sc-15 — FG

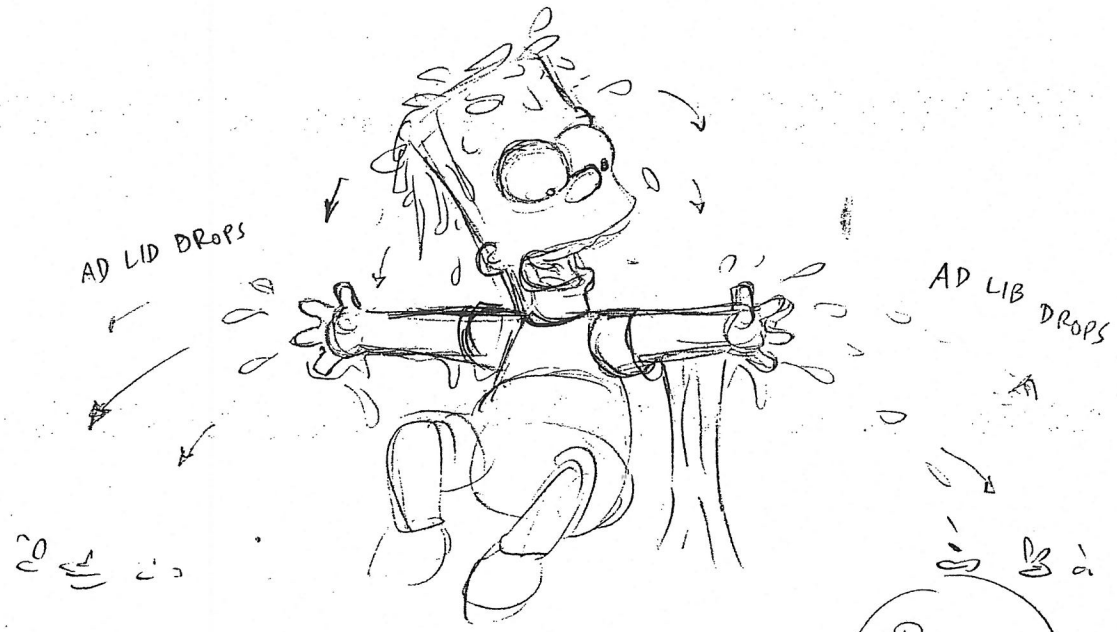
[redacted]

1st DONUT

B-4

S1-3

[redacted]

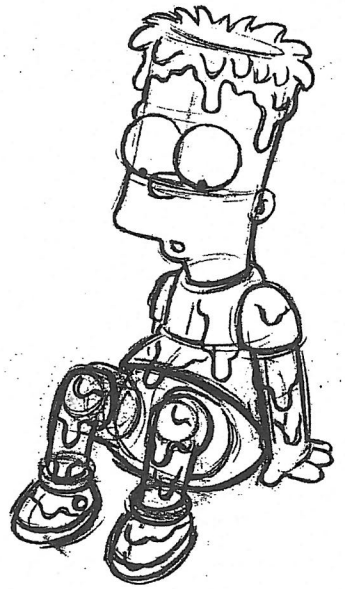


FAB F23 • Sc 15 — B-3B

ACTION
ROUGH

FABF23 • Sc-15 — B-3A

COOL



FABF23 • sc-15 — B-3

[redacted]

B-2

S1-15

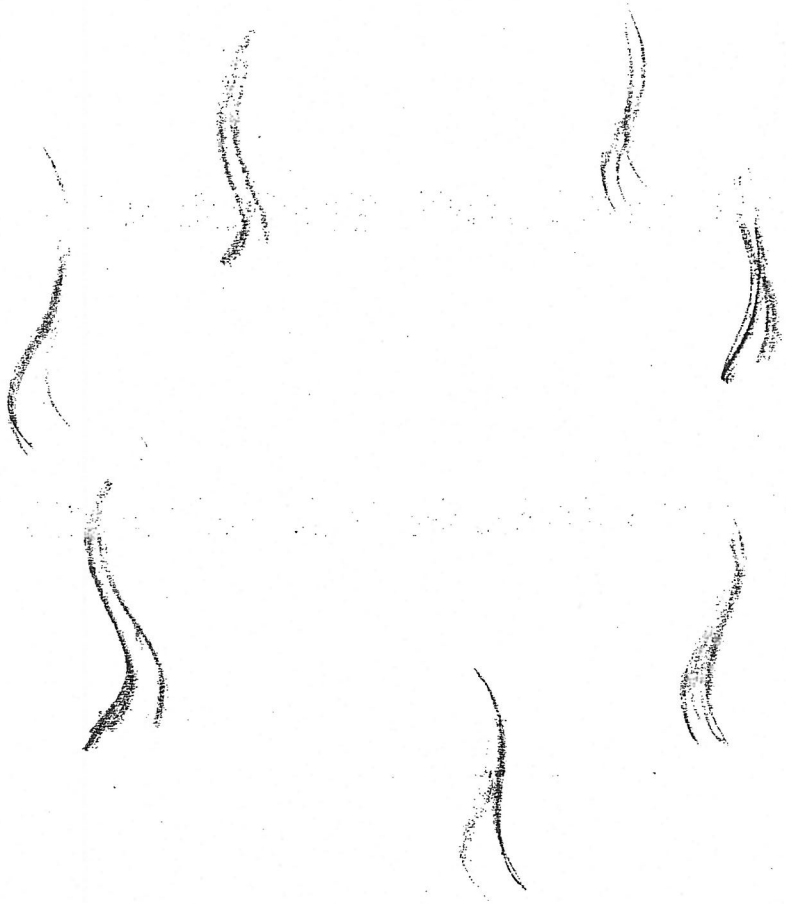
HAGFA3

[redacted]

B-1

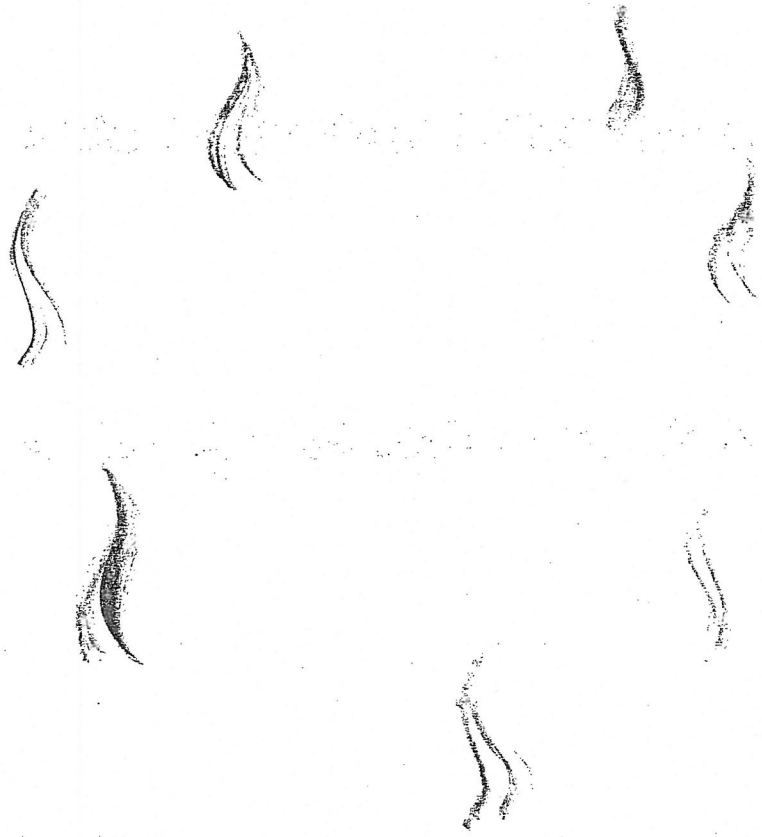
S1-15

[redacted]



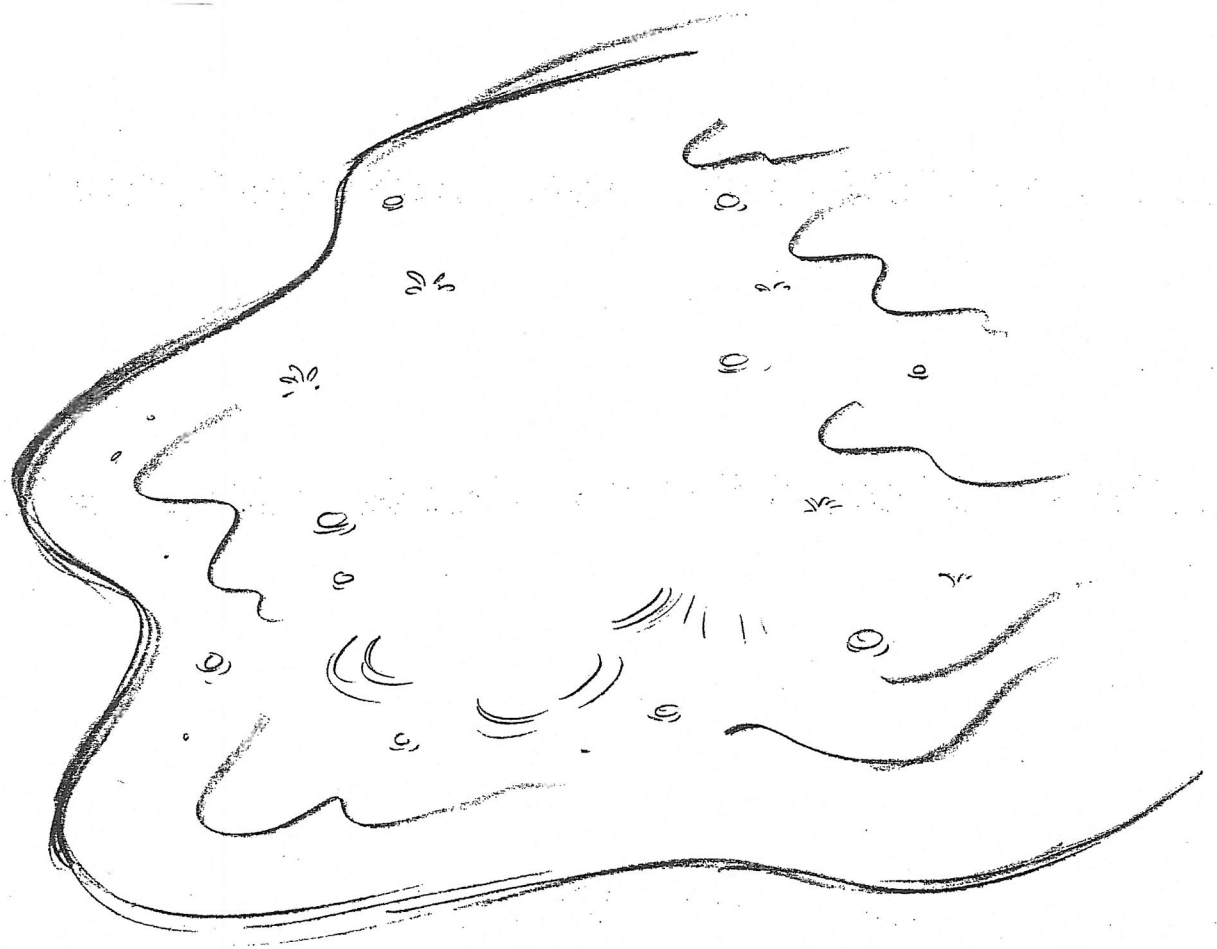
(c/w A-4)

FABF23 sc-15 AA-2



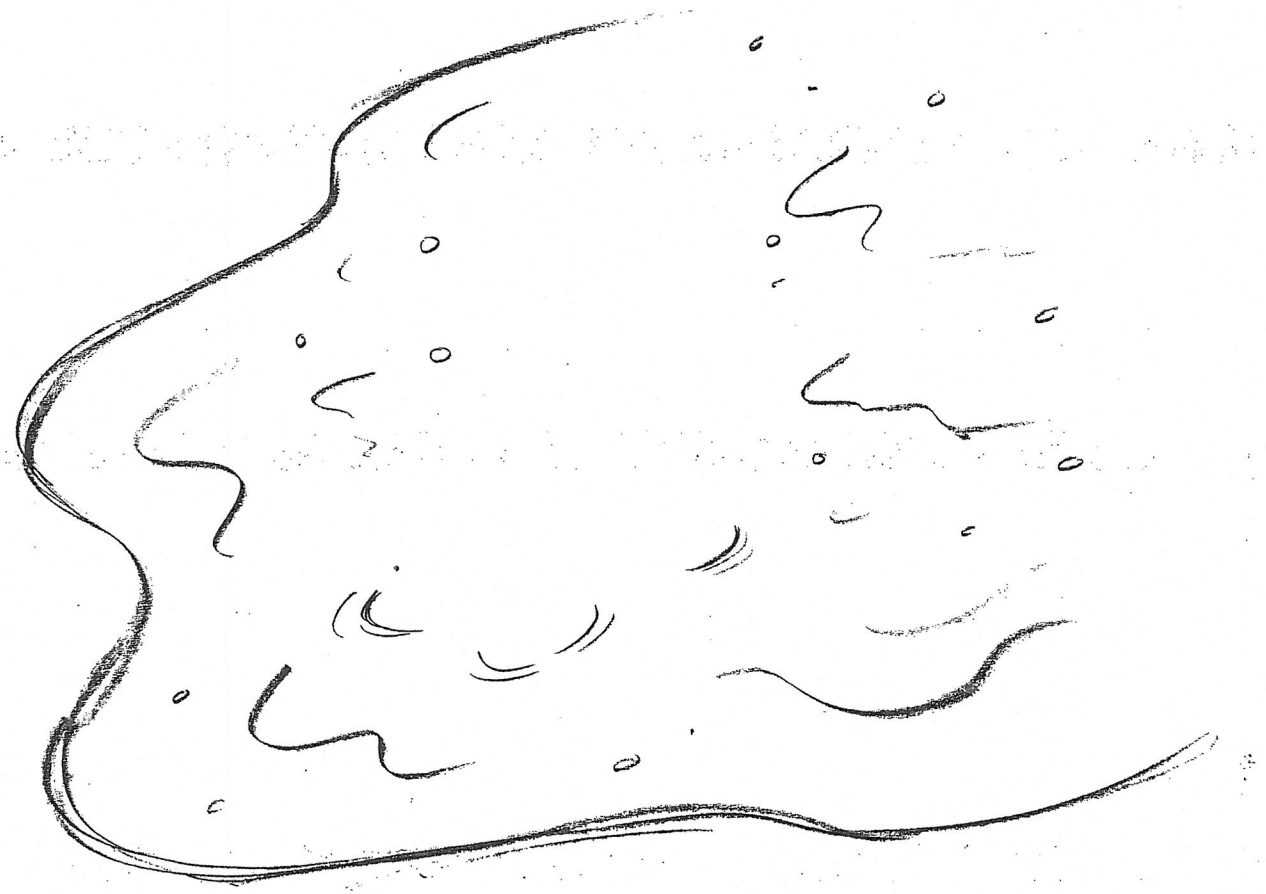
(c/w A-4)

FABF23 — sc-15 — AA-1



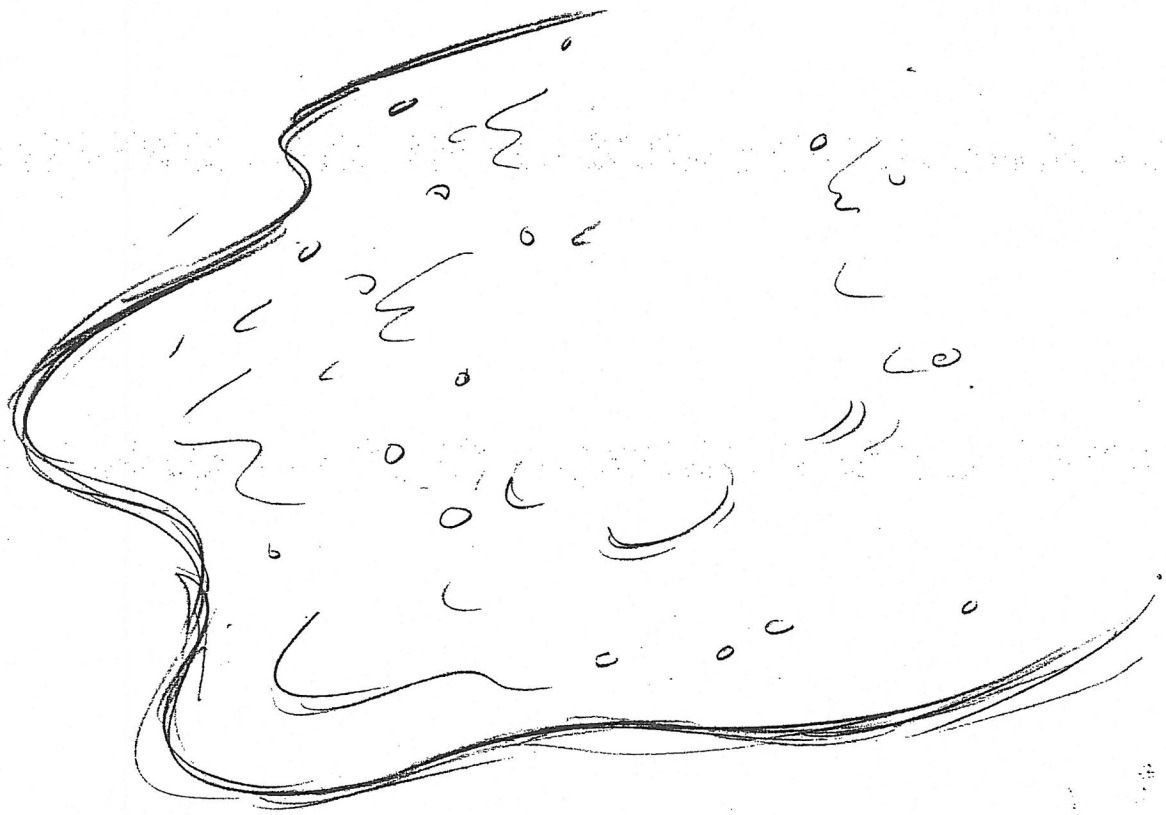
(c/w B-4)

A-4



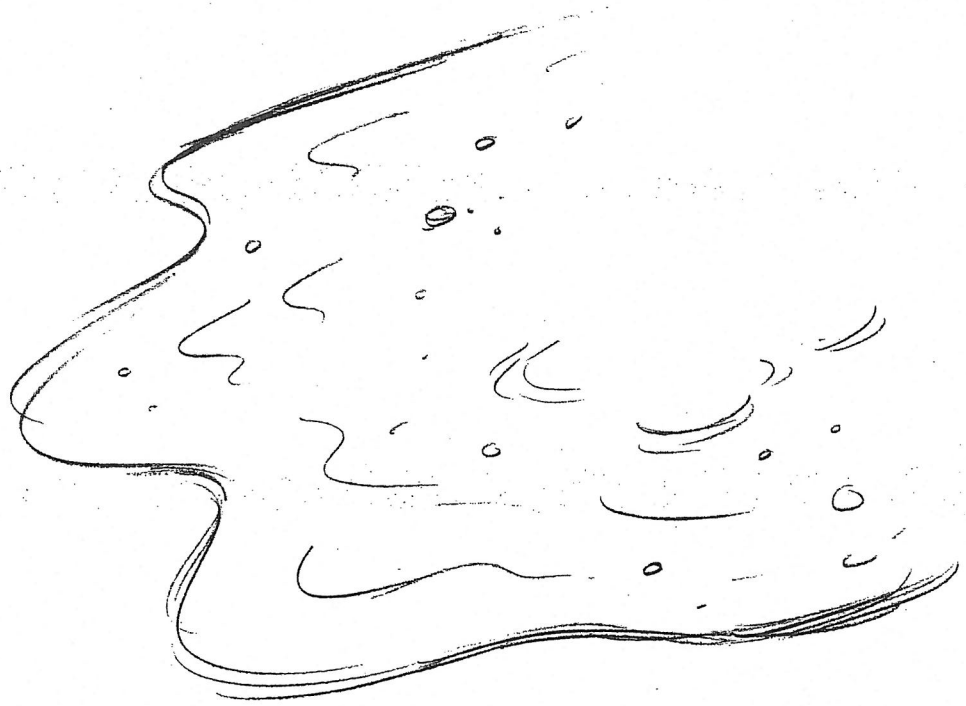
(u/w B-3)

A-3



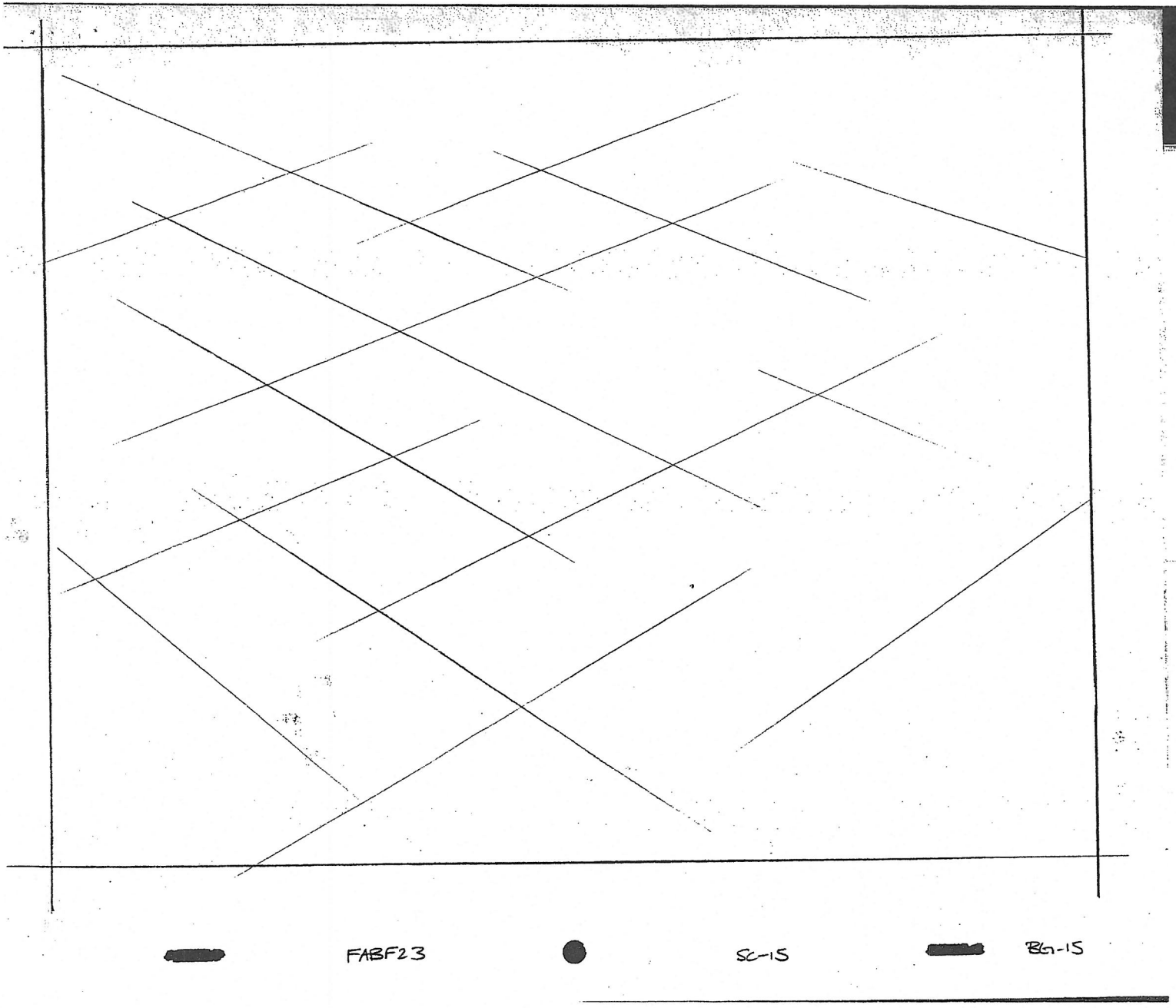
(w/w B-2)

FABF23 ● 52-15 A-2



(4/4 B-1)

FA0823 • S2-15 — A-1


[redacted]
FABF23
SC-15
[redacted]
BG-15

THE SIMPSONS

REVISED

C, CB, CA C, OLL B, A

SHOW # SC.#

FABF23 16

FILM ROMAN			
EPISODE	SCENE	B.G. OL UL	FOOTAGE
FABF23	16	S/A BG-14 OUM-14	9 02
DIRECTOR DS	DATE 2/24	NAME	
LAYOUT ARTIST		ROSAS	
B.G. ARTIST		HENDERSON J	
ANIMATIC TIMING	2/24	DS	
ANIMATIC CHECK		1/3/3	
CAMERA			
REVISION ARTIST		ROSAS	
FINAL TIMING	3/31	J.D.	
FINAL CHECK		1/4/5	
CAMERA NOTES AND S/A MATERIAL: 12-1/2F 15¢			

FOR
91-16
ABSTRACT

D-3

sc-16

FBT23

D-2

91 yr

ABBY

D-1

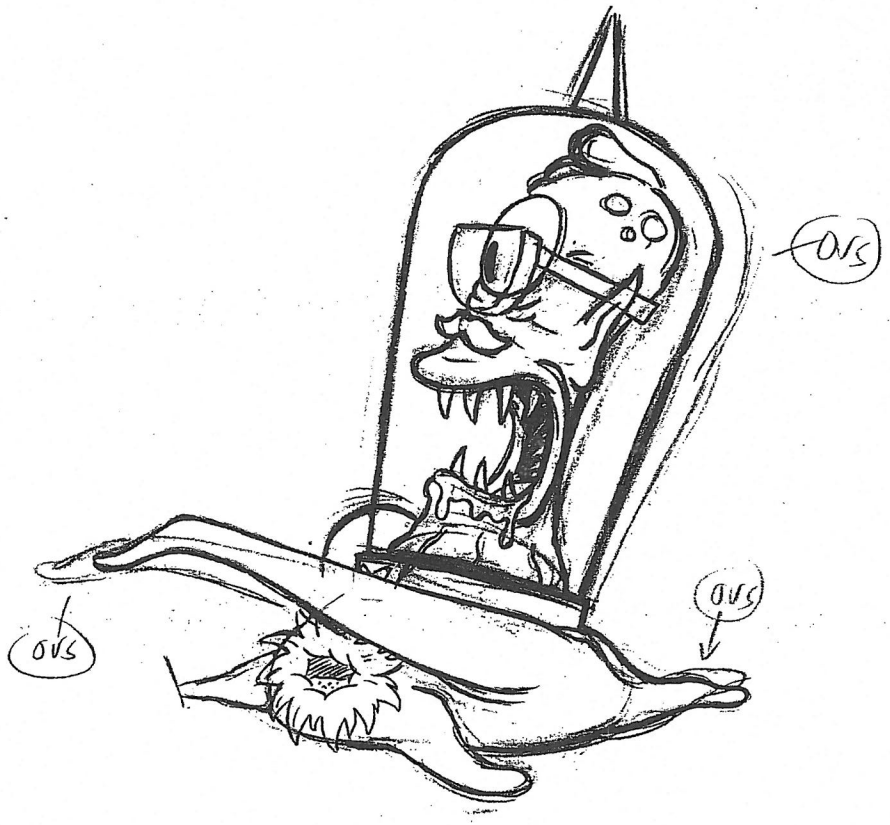
91-75

THRU 73

Promotion (Cake)

[redacted]

FAB FZ3 • sc-16 — C-8



FABF23 sc 16 c-7

FABF23 cc-16 c-6

Deserves

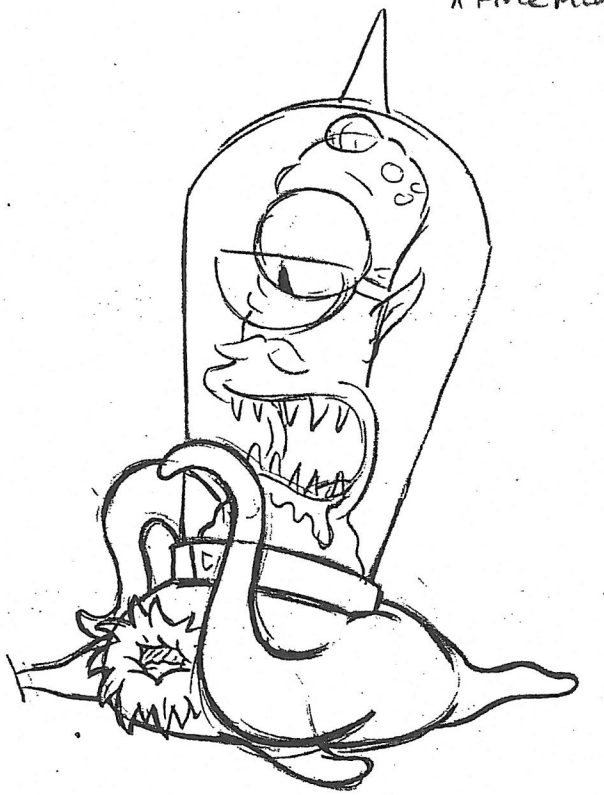
[redacted]

FABF23

sc- 16

C-5

A Fine Meal Like that



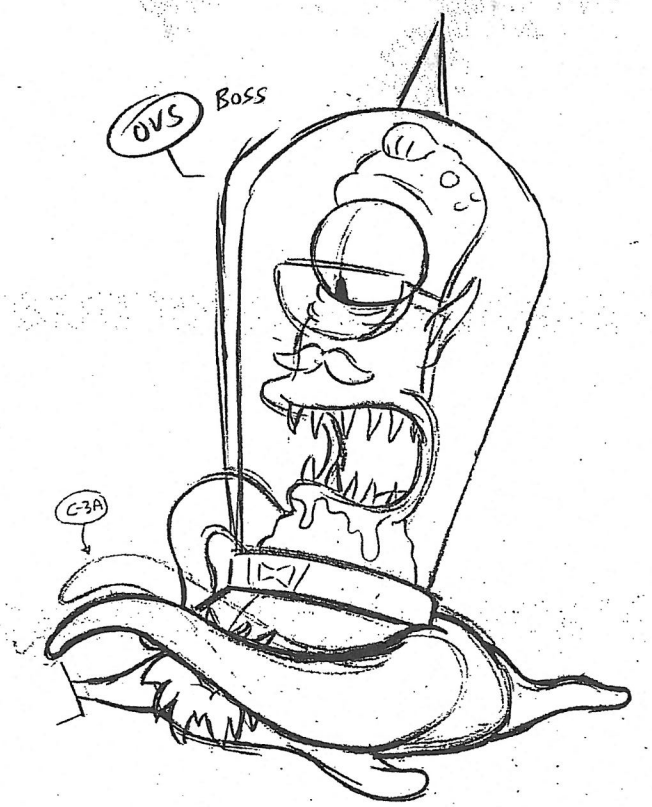
FABF23

S-16

C-4

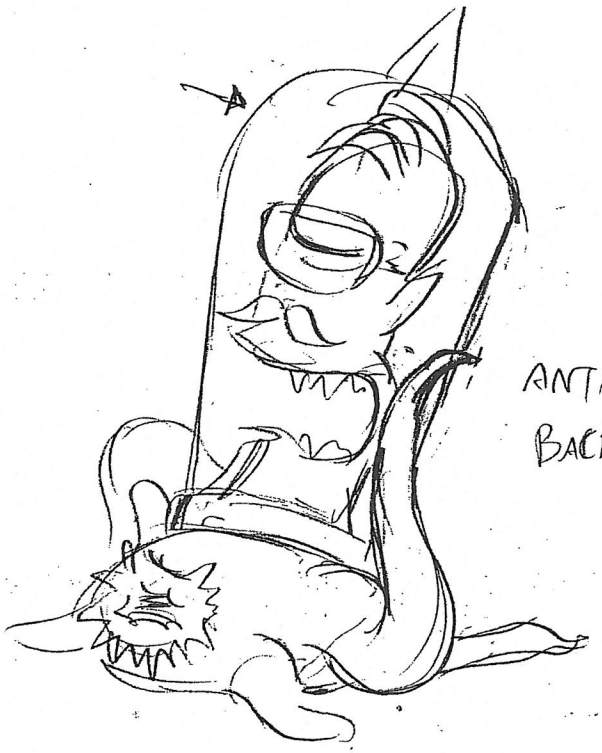
[redacted]

REVISED
APR 2 6 2004



[redacted] FABER [redacted] sc- 16 [redacted] C-3

REVISED
APR 26 2004



FABF 23 ● Sc. 16 — C-2B

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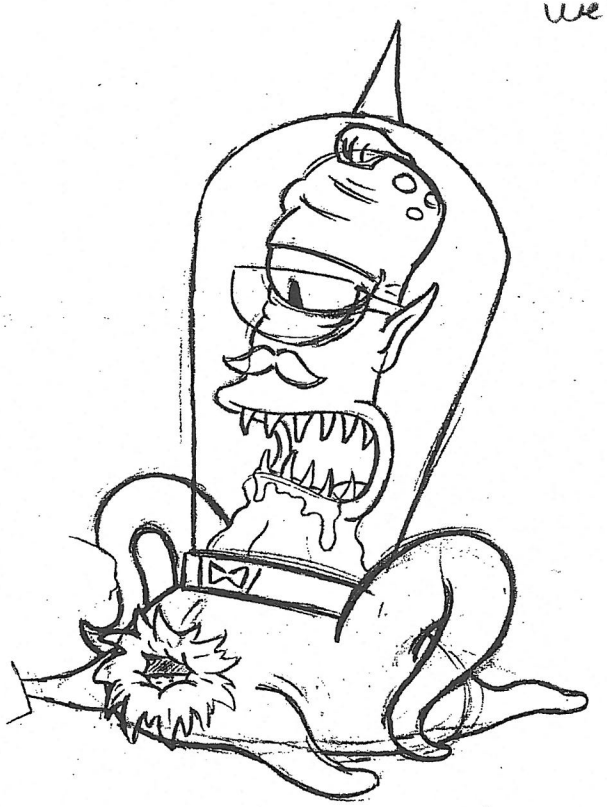
REVISED
APR 26 2004

FABF23 • Sc-16 — C-2A

Well...



FABF23

sc-16

c-2

FABF23

sc-16

c-1

[redacted]

B-2

71-75

[redacted]

[redacted]

B-1

4-14

FA8F23

[redacted]

FABF23

21-16 #-2

[redacted]

FABF23 — sc-16 — A-1

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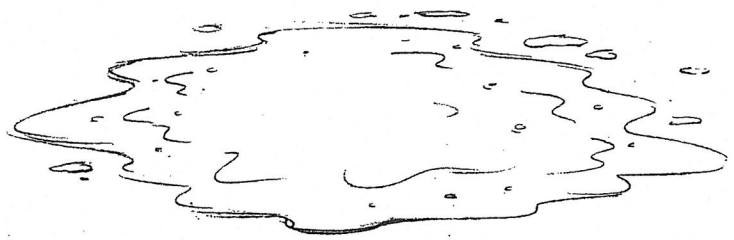

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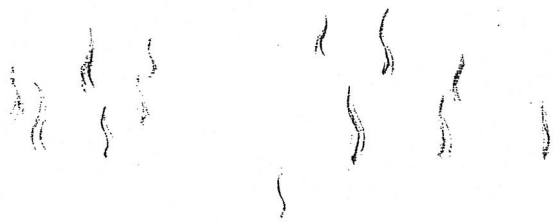

FBF23

sc-16

(cycle)
CB-2

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FAAP23

SL-16

Slow
Cycle 4/(R-2)
CB -1

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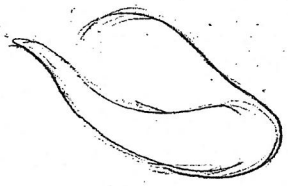
REVISED
APR 2 6 2004



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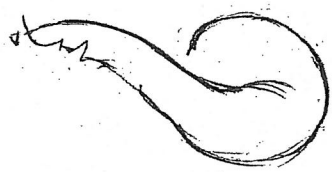
REVISED
APR 26 2004



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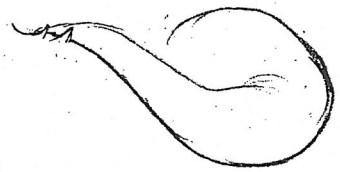
APR 26 2004



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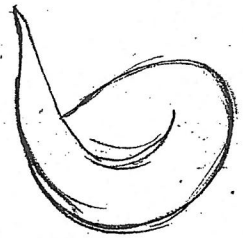

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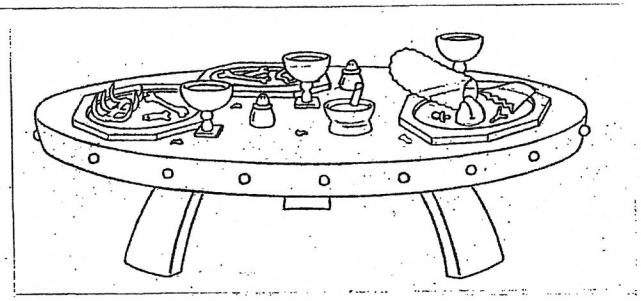

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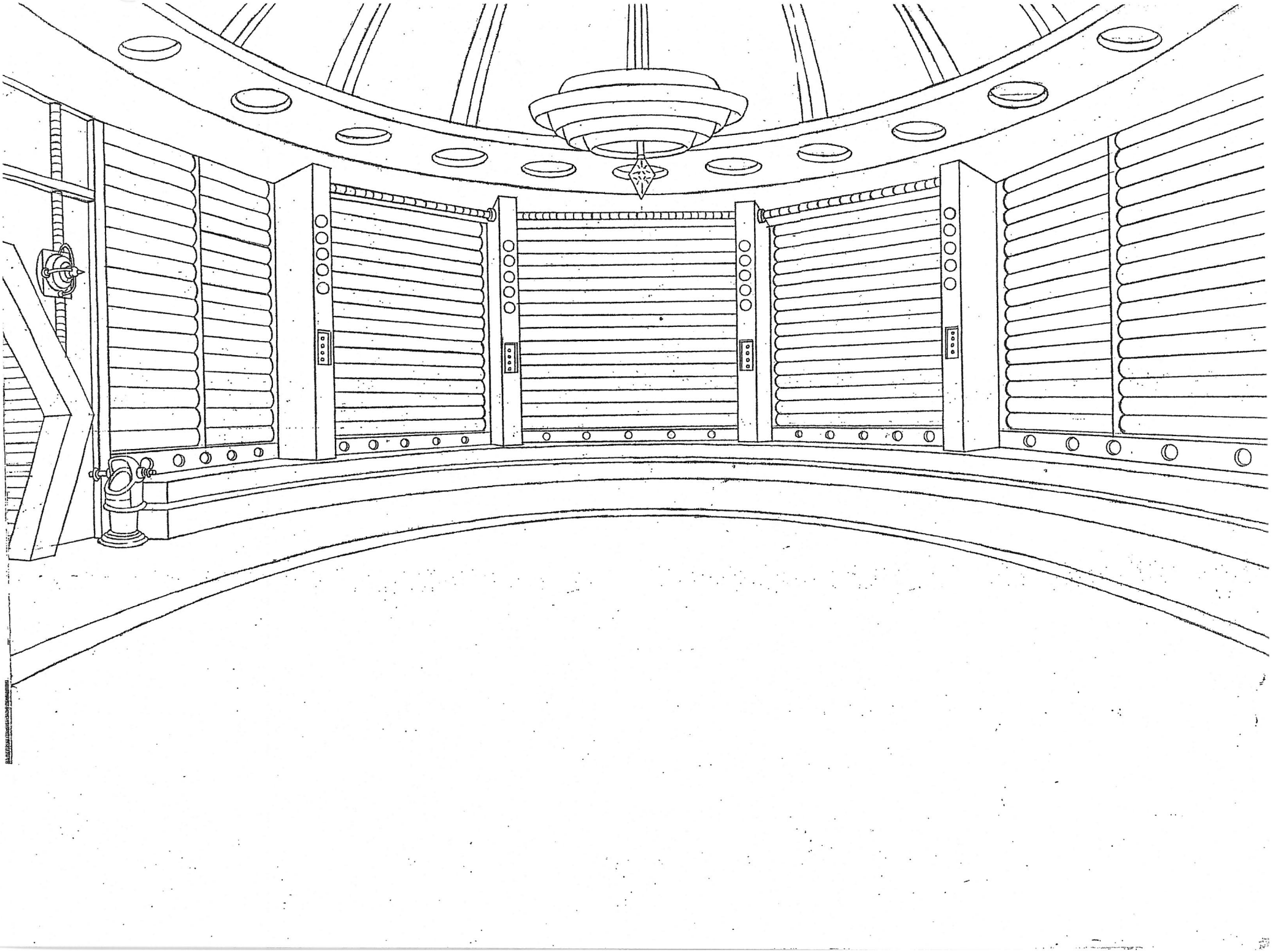
SC-14/16

Dupe
04/UL-14



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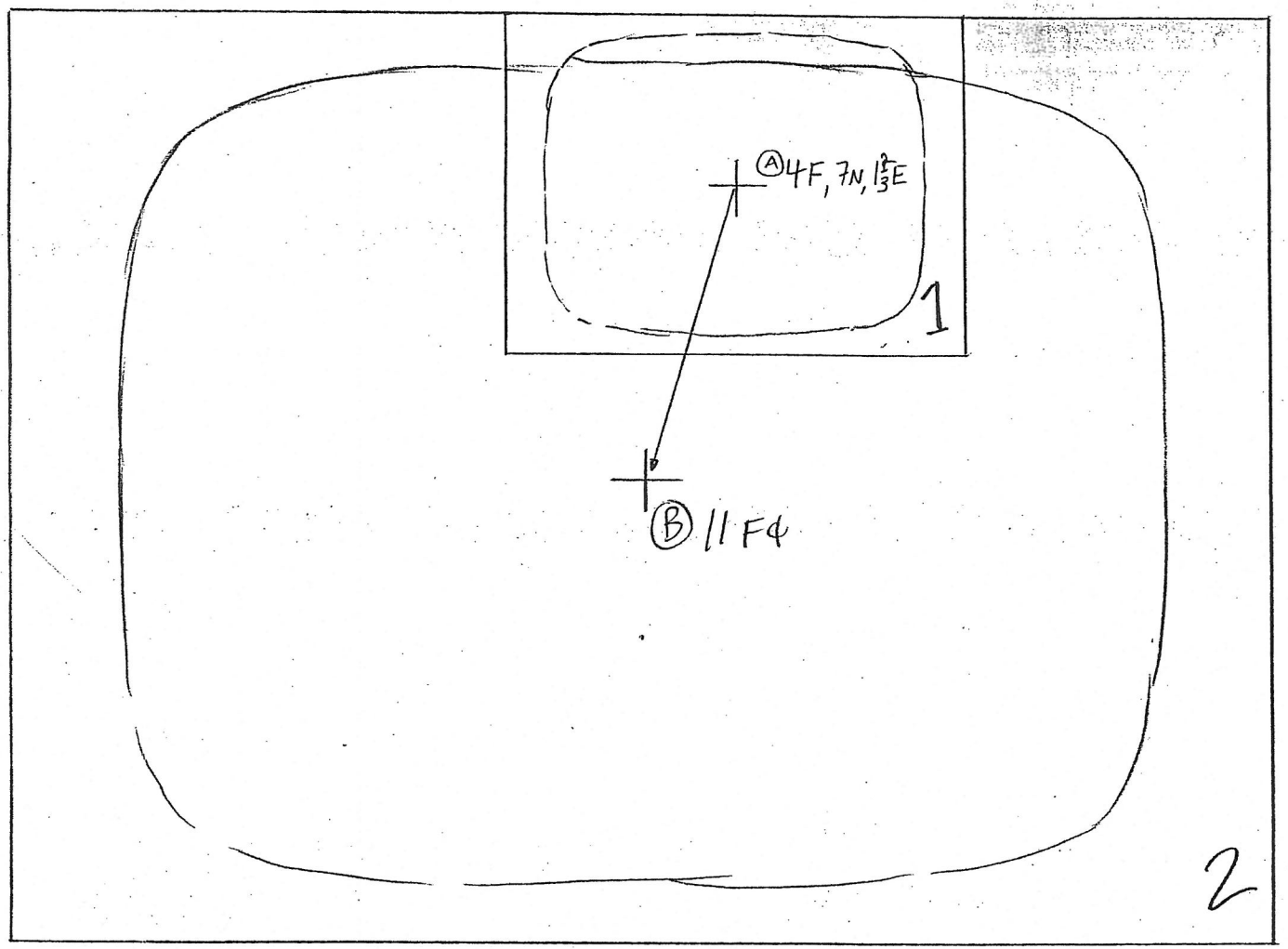
THE SIMPSONS

5, C
B, BB, OL/UL
AE, AD, AC, AB, AA, A

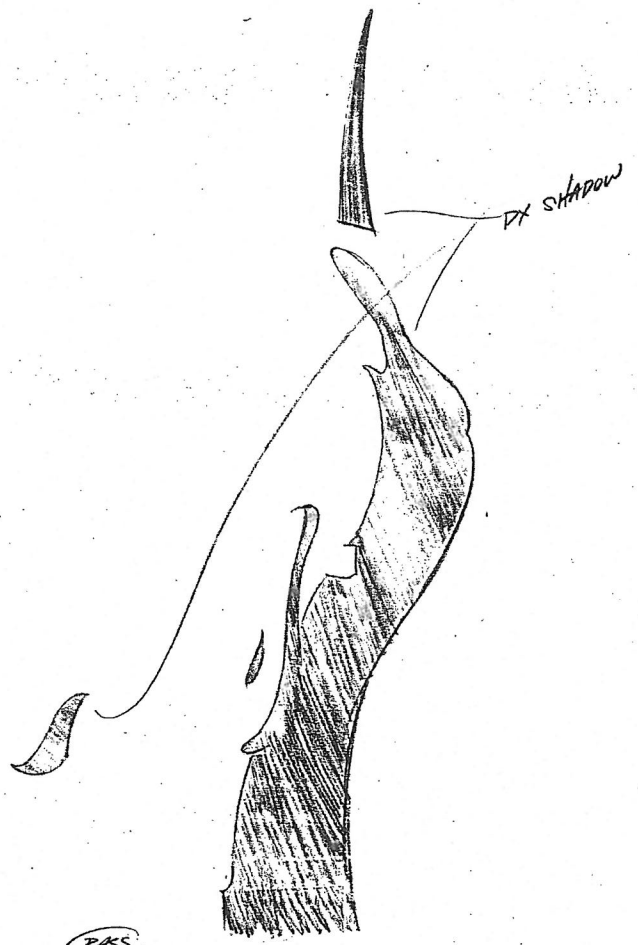
FILM ROMAN			
EPISODE	SCENE	B.G. OL UL	FOOTAGE
FA 23	17	17	95
DIRECTOR	DATE	NAME	
LAYOUT ARTIST		ROBB	
B.G. ARTIST		Chuck R	
ANIMATIC TIMING	2/26	J.D.	
ANIMATIC CHECK			
CAMERA		Ed	
REVISION ARTIST			
FINAL TIMING		BRUTZ	
FINAL CHECK	4-8	BB	
CAMERA NOTES AND S/A MATERIAL: QUAD P= PASSES 1 2 3 4 See FG's			

SHOW # SC.#

FABF23 17



FABF23 • Sc. 1 F (PASS 4) — FIELD ④

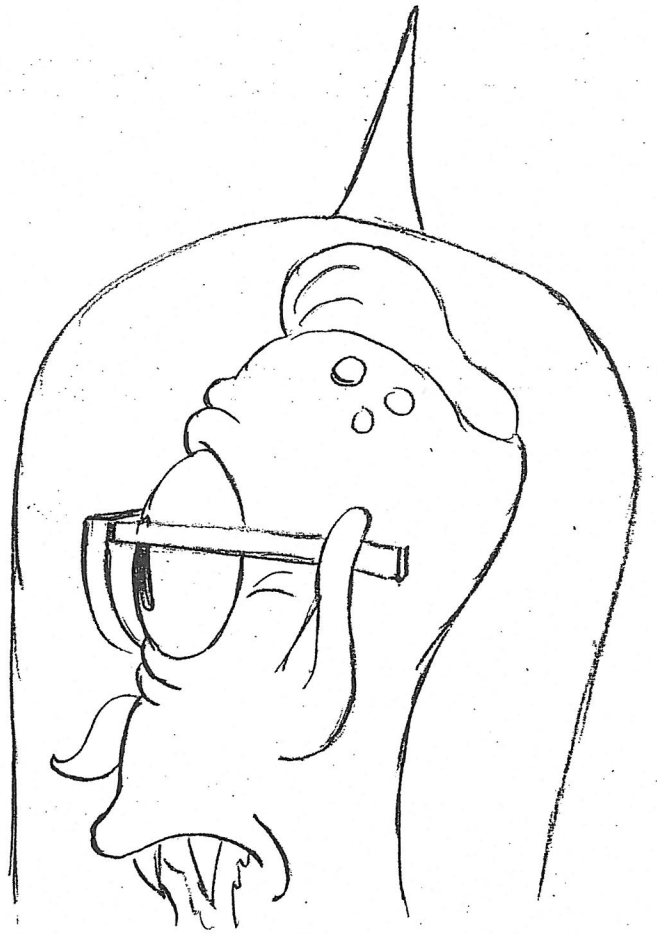


PASS 4

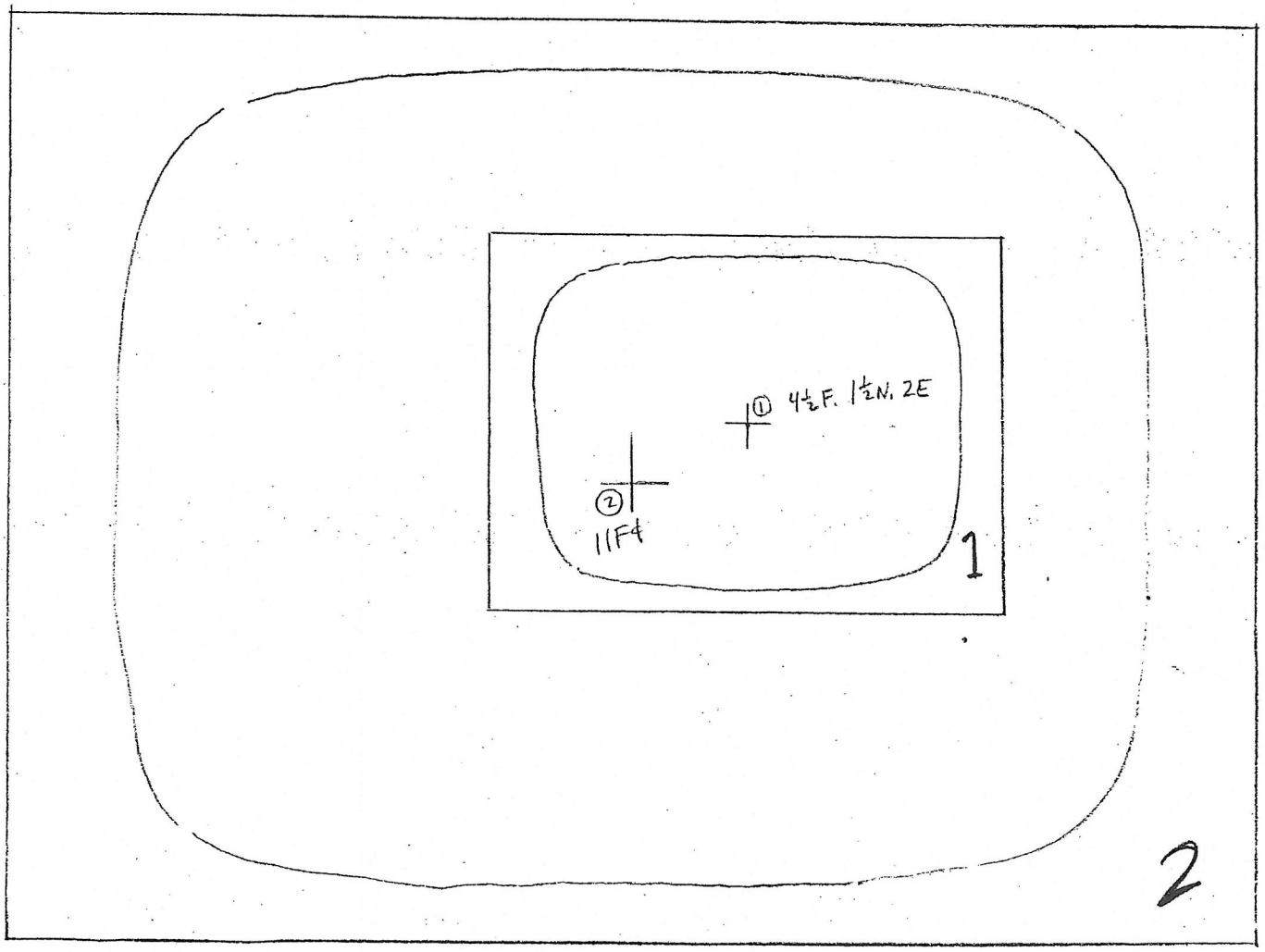
FABF23

Sc. 17

S. 1

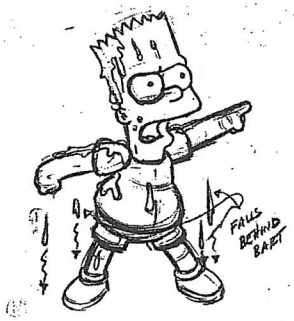


FABF 23 Sc-17 (PASS 4) C-1



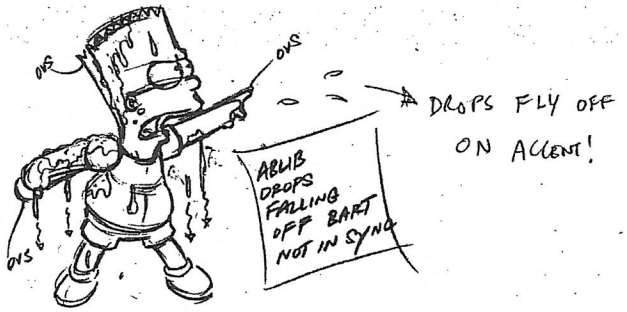
FABF 23 ● Sc. 17 (Pass 3) FG ③

ATE MY FAMILY



FABF23 ● Sc.17 — B-3

MONSTERS



FABF23 Sc.17 B-2

THESE ---

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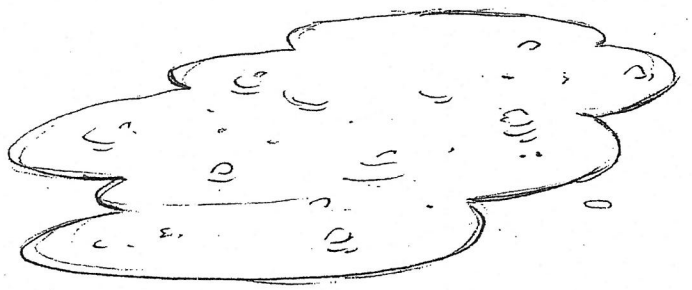
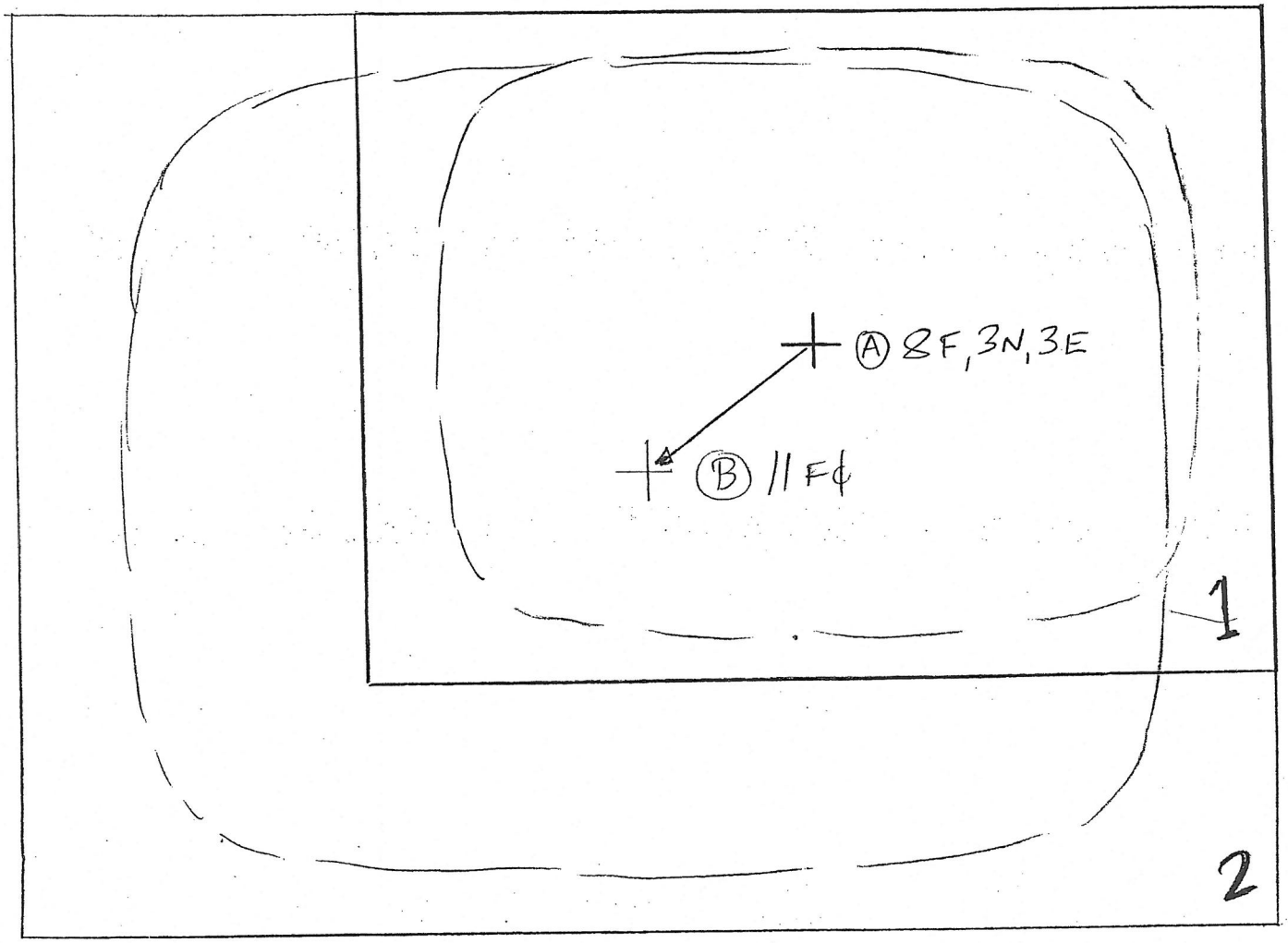
FAB F23 • Sc. 17 (PASS 3) — B-1



FABF23 • SC. 17 (PASS 3) BB-1



FABF23 • Sc.17 (PASS 2) FIELD ②

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FA8323 ● 21 as ■ a/w 17

(KANG LOOK @ KODOS)

FABF23

sc-17

(w/ w A-3)
AE-2

(KANG LOOK @ BART

FAH 23

SC-17 (PASS 2)

(w/ w A-3)
AE-1

(KODOS LOOK @ KANG)

[redacted]

( )

FADE 23

Sc - 17

(w/w A-3)
A-D - 2

(KODO'S LOOK @ BALLT)

[redacted]

FABP23

SC-17 (PASS 2)

(w/w A-3)
AD.-1

[redacted]

6

AC-6

AC-17

AC-23

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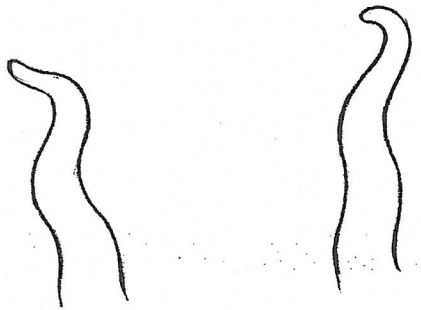

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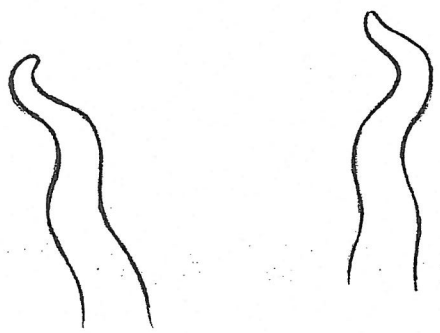
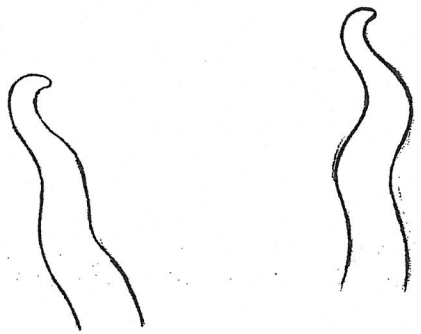


FABF203 SC-17 AC-9



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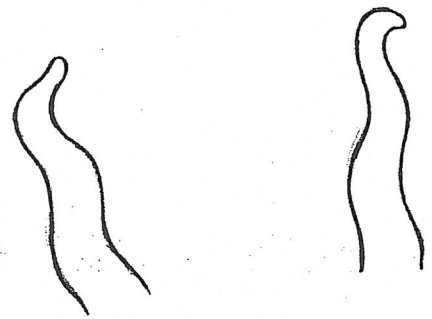

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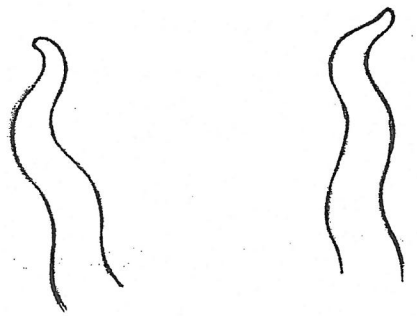

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5

AB-5

ABC123

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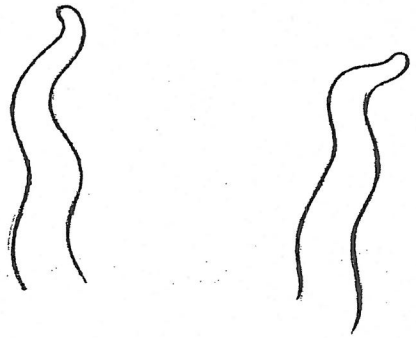
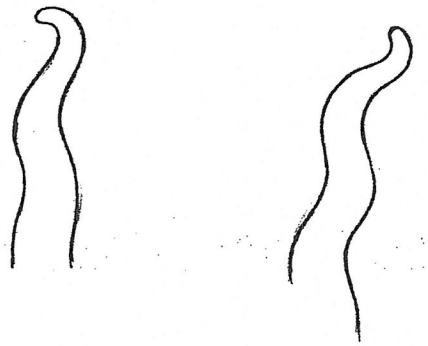


FABF23 sc 17 AB-4



AB-3

SC-17

AB-3

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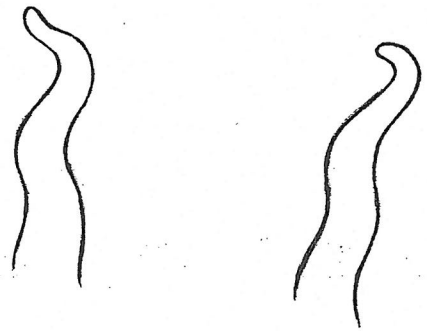

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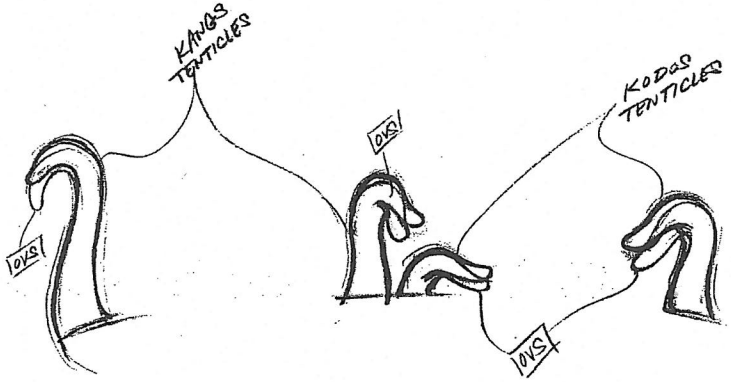


(c/w A-3)

FABF23 — sc-17 — AA-4

FAGE 23

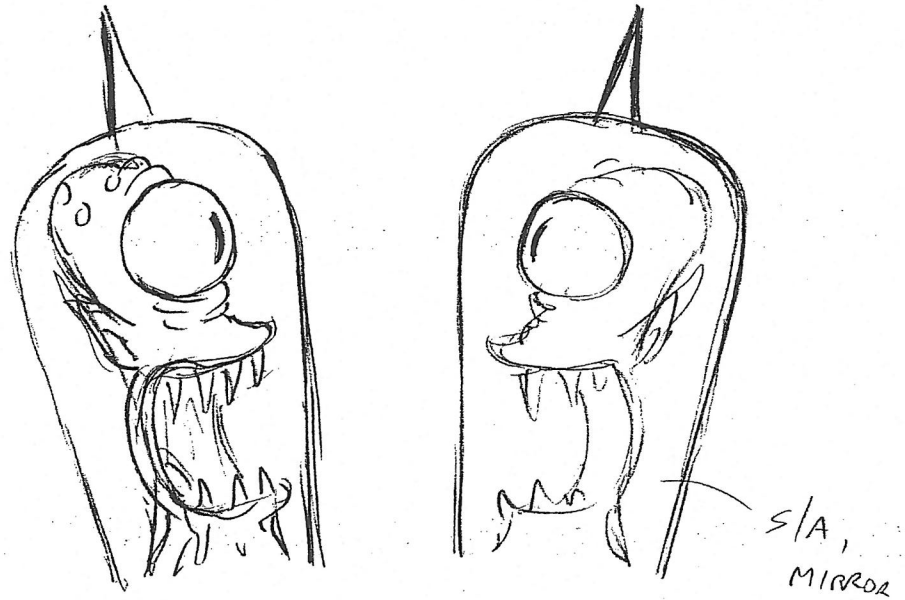
sc - 17 (PASS 2)

(w/ A-1)
AA-1

A-3

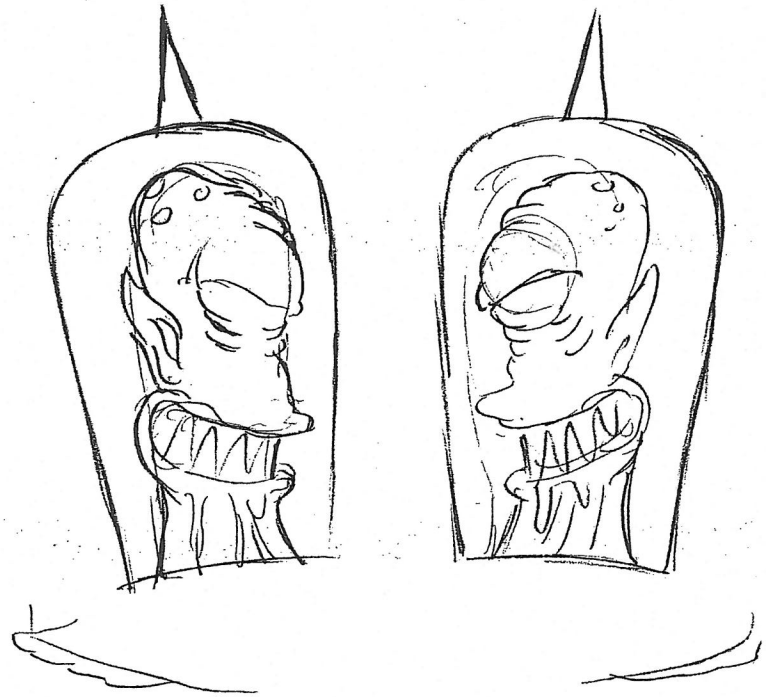
A-4

PAGE 13



VERY
ROUGH
OVS
UP

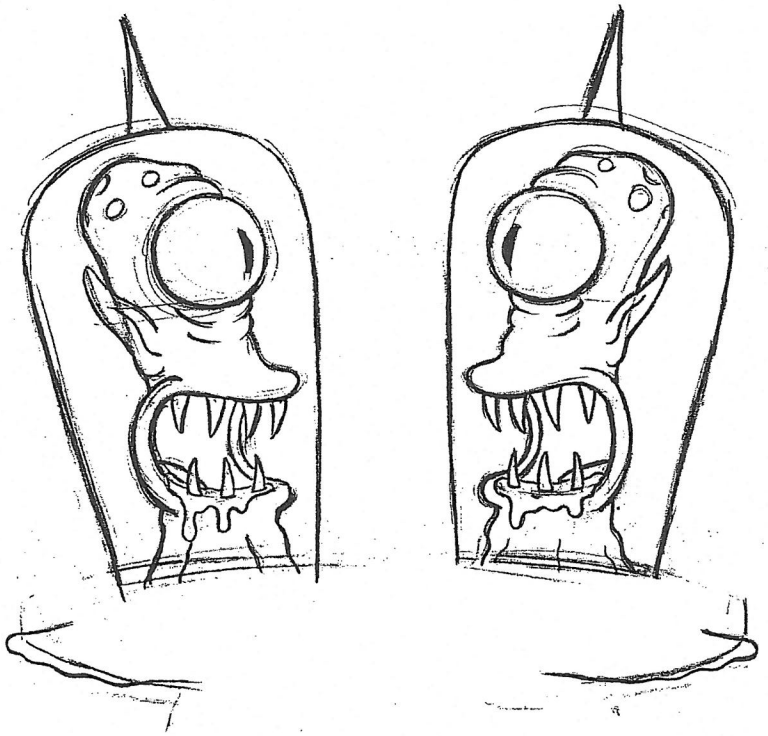
FABF23 • Sc 17 — A-2B



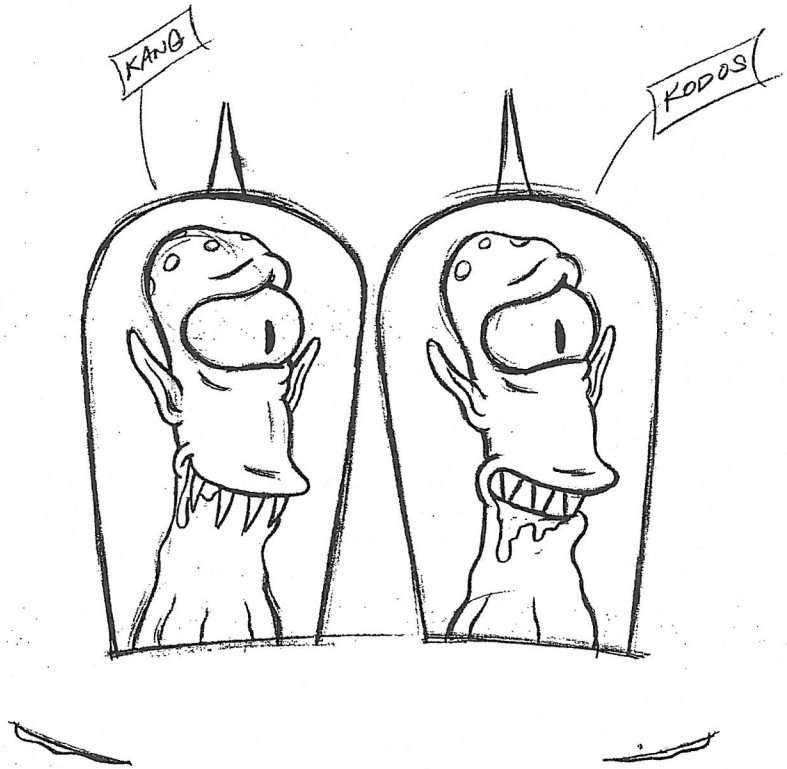
ROUGH
ANTIC
DOWN

FABF23 (PASS 2) Sc 17 A-2A

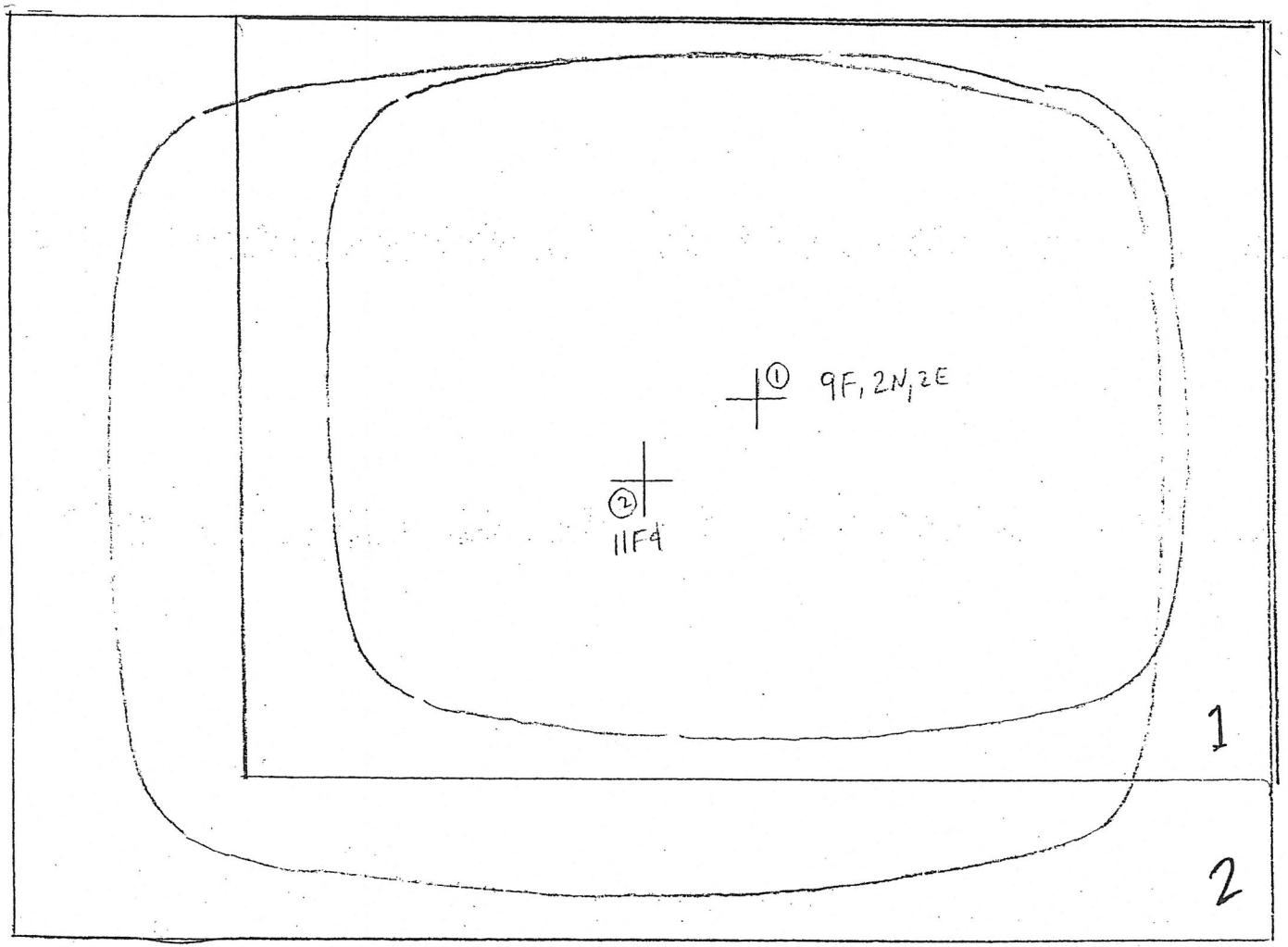
HYPER-GALACTIC!



FAB223 (PASS 2) ε-17 A-2



FAB 23 • sc - 17 (PASS 2) — A-1



FABF23 Sc.17 (PASS 1) FG①

FA8F23 — se. 17 — 8e 17